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Unique solved — SATSKY 2025target LGM

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

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2207A
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2184A
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2157A
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2163A
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2161A
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2145A
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10.

2155A

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11.

2152A

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12.

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13.

2131A

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14.

2127A

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15.

2063A

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16.

2062A

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17.

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1515A

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2003A
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31.

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32.

1999A

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33.

1998A

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34.

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36.

2001B

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37.

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38.

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39.

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40.

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41.

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42.

1920A

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43.

1919B

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44.

1919A

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45.

1916A

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46.

4A

[Watermelon](#) · [Tutorial](#)

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47.

1870A

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48.

1861A

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49.

1863A

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50.

1857A

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51.

1862B

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52.
1862A
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53.
1864A
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54.
1856A
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55.
1855A
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56.
1849A
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57.
1844A
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58.
1847A
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59.
71A
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60.
1721A
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61.
1728B
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62.
1728A
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63.

1845A

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64.

1739A

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65.

1798A

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66.

1842A

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67.

1837A

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68.

1841A

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69.

1836A

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70.

1838A

[Blackboard List](#) · [Tutorial](#)

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71.

1839A

[The Good Array](#) · [Tutorial](#)

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72.

1832A

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73.

1823A

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74.

1821A

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75.

1820A

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76.

1797A

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77.

1814A

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78.

1805B

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79.

1805A

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80.

1810B

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81.

1810A

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82.

1809A

[Garland](#) · [Tutorial](#)

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83.

1806A

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84.

1804A

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

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85.

1802A

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Quality: 16,665 global accepts · Rating: 800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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86.

1790B

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Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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87.

1794A

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Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

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88.

1800A

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89.

1796A

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Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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90.

1789B

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91.

1789A

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92.

1793A

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Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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93.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[SATSKY_2025target_LGM's solution](#)

94.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[SATSKY_2025target_LGM's solution](#)

- 95.**
1788A
[One and Two](#) · [Tutorial](#)
Quality: 53,003 global accepts · Rating: 800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[SATSKY_2025target_LGM's solution](#)
- 96.**
1786A1
[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)
Quality: 14,820 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SATSKY_2025target_LGM's solution](#)
- 97.**
1786A2
[Alternating Deck \(hard version\)](#) · [Tutorial](#)
Quality: 12,219 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SATSKY_2025target_LGM's solution](#)
- 98.**
1791B
[Following Directions](#) · [Tutorial](#)
Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[SATSKY_2025target_LGM's solution](#)
- 99.**
1791C
[Prepend and Append](#) · [Tutorial](#)
Quality: 74,179 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[SATSKY_2025target_LGM's solution](#)
- 100.**
1791A
[Codeforces Checking](#) · [Tutorial](#)
Quality: 80,617 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[SATSKY_2025target_LGM's solution](#)
- 101.**
1778A
[Flip Flop Sum](#) · [Tutorial](#)
Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[SATSKY_2025target_LGM's solution](#)
- 102.**
1780A
[Hayato and School](#) · [Tutorial](#)
Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[SATSKY_2025target_LGM's solution](#)
- 103.**
1792A
[GamingForces](#) · [Tutorial](#)
Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[SATSKY_2025target_LGM's solution](#)
- 104.**
1777A
[Everybody Likes Good Arrays!](#) · [Tutorial](#)
Quality: 44,018 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SATSKY_2025target_LGM's solution](#)
- 105.**
1782A
[Parallel Projection](#) · [Tutorial](#)
Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[SATSKY_2025target_LGM's solution](#)

106.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[SATSKY_2025target_LGM's solution](#)

107.

1783A

[Make it Beautiful · Tutorial](#)

Quality: 48,726 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[SATSKY_2025target_LGM's solution](#)

108.

1731A

[Joey Takes Money · Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SATSKY_2025target_LGM's solution](#)

109.

1763A

[Absolute Maximization · Tutorial](#)

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

[SATSKY_2025target_LGM's solution](#)

110.

1772B

[Matrix Rotation · Tutorial](#)

Quality: 33,100 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[SATSKY_2025target_LGM's solution](#)

111.

1772A

[A+B? · Tutorial](#)

Quality: 60,434 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[SATSKY_2025target_LGM's solution](#)

112.

1774A

[Add Plus Minus Sign · Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[SATSKY_2025target_LGM's solution](#)

113.

1767B

[Block Towers · Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

114.

1767A

[Cut the Triangle · Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[SATSKY_2025target_LGM's solution](#)

115.

1762A

[Divide and Conquer · Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

116.

1758A

[SSeeeeiinngg DDoouubbllee · Tutorial](#)

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

[SATSKY_2025target_LGM's solution](#)

117.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,822 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

118.

1760B

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

Quality: 53,342 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[SATSKY_2025target_LGM's solution](#)

119.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,940 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[SATSKY_2025target_LGM's solution](#)

120.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,611 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[SATSKY_2025target_LGM's solution](#)

121.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[SATSKY_2025target_LGM's solution](#)

122.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[SATSKY_2025target_LGM's solution](#)

123.

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[SATSKY_2025target_LGM's solution](#)

124.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

125.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[SATSKY_2025target_LGM's solution](#)

126.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

127.

1740B

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

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

[SATSKY_2025target_LGM's solution](#)

128.

1740A

[Factorise N+M](#) · [Tutorial](#)

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

[SATSKY_2025target_LGM's solution](#)

129.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

130.

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[SATSKY_2025target_LGM's solution](#)

131.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

132.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-18 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[SATSKY_2025target_LGM's solution](#)

133.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

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

[SATSKY_2025target_LGM's solution](#)

134.

2210B

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

Quality: 17,553 global accepts · Rating: 900 · first AC: 2026-03-29 · last AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[SATSKY_2025target_LGM's solution](#)

135.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,882 global accepts · Rating: 900 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[SATSKY_2025target_LGM's solution](#)

136.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[SATSKY_2025target_LGM's solution](#)

137.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

138.

2007B

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

Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[SATSKY_2025target_LGM's solution](#)

139.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

140.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[SATSKY_2025target_LGM's solution](#)

141.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[SATSKY_2025target_LGM's solution](#)

142.

1855B

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

Quality: 44,935 global accepts · Rating: 900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

143.

1848A

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

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

[SATSKY_2025target_LGM's solution](#)

144.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[SATSKY_2025target_LGM's solution](#)

145.

1837B

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

Quality: 50,105 global accepts · Rating: 900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[SATSKY_2025target_LGM's solution](#)

146.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[SATSKY_2025target_LGM's solution](#)

147.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

148.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,878 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

149.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
[SATSKY_2025target_LGM's solution](#)

150.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[SATSKY_2025target_LGM's solution](#)

151.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[SATSKY_2025target_LGM's solution](#)

152.

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
[SATSKY_2025target_LGM's solution](#)

153.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,893 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[SATSKY_2025target_LGM's solution](#)

154.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,957 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[SATSKY_2025target_LGM's solution](#)

155.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,263 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[SATSKY_2025target_LGM's solution](#)

156.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[SATSKY_2025target_LGM's solution](#)

157.

2217B

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

Quality: 16,060 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[SATSKY_2025target_LGM's solution](#)

158.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,552 global accepts · Rating: 1000 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[SATSKY_2025target_LGM's solution](#)

159.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, number theory

[SATSKY_2025target_LGM's solution](#)

160.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,748 global accepts · Rating: 1000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[SATSKY_2025target_LGM's solution](#)

161.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[SATSKY_2025target_LGM's solution](#)

162.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[SATSKY_2025target_LGM's solution](#)

163.

2002B

[Removals Game](#) · [Tutorial](#)

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

[SATSKY_2025target_LGM's solution](#)

164.

1975B

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

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

165.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SATSKY_2025target_LGM's solution](#)

166.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[SATSKY_2025target_LGM's solution](#)

167.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[SATSKY_2025target_LGM's solution](#)

168.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SATSKY_2025target_LGM's solution](#)

169.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,378 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

170.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[SATSKY_2025target_LGM's solution](#)

171.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[SATSKY_2025target_LGM's solution](#)

172.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[SATSKY_2025target_LGM's solution](#)

173.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[SATSKY_2025target_LGM's solution](#)

174.

1837C

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

Quality: 24,577 global accepts · Rating: 1000 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[SATSKY_2025target_LGM's solution](#)

175.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[SATSKY_2025target_LGM's solution](#)

176.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,238 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: math
[SATSKY_2025target_LGM's solution](#)

177.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[SATSKY_2025target_LGM's solution](#)

178.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[SATSKY_2025target_LGM's solution](#)

179.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[SATSKY_2025target_LGM's solution](#)

180.

1800C1

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

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[SATSKY_2025target_LGM's solution](#)

181.

1800B

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

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[SATSKY_2025target_LGM's solution](#)

182.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[SATSKY_2025target_LGM's solution](#)

183.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SATSKY_2025target_LGM's solution](#)

184.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,272 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[SATSKY_2025target_LGM's solution](#)

185.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

186.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[SATSKY_2025target_LGM's solution](#)

187.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SATSKY_2025target_LGM's solution](#)

188.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

189.

1760D

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

Quality: 27,017 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[SATSKY_2025target_LGM's solution](#)

190.

1761B

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

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

[SATSKY_2025target_LGM's solution](#)

191.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

combinatorics, constructive algorithms, implementation, math, number theory

[SATSKY_2025target_LGM's solution](#)

192.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,859 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[SATSKY_2025target_LGM's solution](#)

193.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[SATSKY_2025target_LGM's solution](#)

194.

2183B

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

Quality: 16,177 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

195.

2155B

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

Quality: 16,989 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[SATSKY_2025target_LGM's solution](#)

196.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,621 global accepts · Rating: 1100 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[SATSKY_2025target_LGM's solution](#)

197.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[SATSKY_2025target_LGM's solution](#)

198.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[SATSKY_2025target_LGM's solution](#)

199.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,012 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[SATSKY_2025target_LGM's solution](#)

200.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

201.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,675 global accepts · Rating: 1100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[SATSKY_2025target_LGM's solution](#)

202.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

203.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

204.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math

[SATSKY_2025target_LGM's solution](#)

205.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[SATSKY_2025target_LGM's solution](#)

206.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[SATSKY_2025target_LGM's solution](#)

207.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

208.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

209.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

210.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[SATSKY_2025target_LGM's solution](#)

211.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

212.

1842B

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

Quality: 25,541 global accepts · Rating: 1100 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[SATSKY_2025target_LGM's solution](#)

213.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[SATSKY_2025target_LGM's solution](#)

214.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[SATSKY_2025target_LGM's solution](#)

215.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[SATSKY_2025target_LGM's solution](#)

216.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,812 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

217.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,498 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

218.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,170 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[SATSKY_2025target_LGM's solution](#)

219.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,335 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[SATSKY_2025target_LGM's solution](#)

220.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,014 global accepts · Rating: 1100 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[SATSKY_2025target_LGM's solution](#)

221.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,616 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

222.

1800C2

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

Quality: 27,091 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[SATSKY_2025target_LGM's solution](#)

223.

1793B

[Fedya and Array](#) · Tutorial

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[SATSKY_2025target_LGM's solution](#)

224.

1788B

[Sum of Two Numbers](#) · Tutorial

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[SATSKY_2025target_LGM's solution](#)

225.

1791G1

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

Quality: 33,919 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SATSKY_2025target_LGM's solution](#)

226.

1791E

[Negatives and Positives](#) · Tutorial

Quality: 41,288 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

227.

1780B

[GCD Partition](#) · Tutorial

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

228.

1783B

[Matrix of Differences](#) · Tutorial

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SATSKY_2025target_LGM's solution](#)

229.

1731B

[Kill Demodogs](#) · Tutorial

Quality: 26,799 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SATSKY_2025target_LGM's solution](#)

230.

1762B

[Make Array Good](#) · Tutorial

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[SATSKY_2025target_LGM's solution](#)

231.

1760E

[Binary Inversions](#) · Tutorial

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[SATSKY_2025target_LGM's solution](#)

232.

1759C

[Thermostat](#) · Tutorial

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[SATSKY_2025target_LGM's solution](#)

233.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[SATSKY_2025target_LGM's solution](#)

234.

2210C1

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

Quality: 12,816 global accepts · Rating: 1200 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
[SATSKY_2025target_LGM's solution](#)

235.

2196A

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

Quality: 15,831 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[SATSKY_2025target_LGM's solution](#)

236.

2174A

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

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2026-01-07 · last AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[SATSKY_2025target_LGM's solution](#)

237.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[SATSKY_2025target_LGM's solution](#)

238.

2062C

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

Quality: 18,390 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[SATSKY_2025target_LGM's solution](#)

239.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[SATSKY_2025target_LGM's solution](#)

240.

2046A

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

Quality: 16,810 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[SATSKY_2025target_LGM's solution](#)

241.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[SATSKY_2025target_LGM's solution](#)

242.

2003C

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

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[SATSKY_2025target_LGM's solution](#)

243.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[SATSKY_2025target_LGM's solution](#)

244.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[SATSKY_2025target_LGM's solution](#)

245.

2002C

[Black Circles](#) · [Tutorial](#)

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

[SATSKY_2025target_LGM's solution](#)

246.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[SATSKY_2025target_LGM's solution](#)

247.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[SATSKY_2025target_LGM's solution](#)

248.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[SATSKY_2025target_LGM's solution](#)

249.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[SATSKY_2025target_LGM's solution](#)

250.

1916C

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

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

[SATSKY_2025target_LGM's solution](#)

251.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math

[SATSKY_2025target_LGM's solution](#)

252.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

253.

1870B

[Friendly Arrays](#) · Tutorial

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[SATSKY_2025target_LGM's solution](#)

254.

1857C

[Assembly via Minimums](#) · Tutorial

Quality: 41,760 global accepts · Rating: 1200 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[SATSKY_2025target_LGM's solution](#)

255.

1860B

[Fancy Coins](#) · Tutorial

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[SATSKY_2025target_LGM's solution](#)

256.

1859C

[Another Permutation Problem](#) · Tutorial

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[SATSKY_2025target_LGM's solution](#)

257.

1848B

[Vika and the Bridge](#) · Tutorial

Quality: 24,410 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[SATSKY_2025target_LGM's solution](#)

258.

1822D

[Super-Permutation](#) · Tutorial

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-25 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[SATSKY_2025target_LGM's solution](#)

259.

1832C

[Contrast Value](#) · Tutorial

Quality: 34,398 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[SATSKY_2025target_LGM's solution](#)

260.

1826A

[Trust Nobody](#) · Tutorial

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[SATSKY_2025target_LGM's solution](#)

261.

1800D

[Remove Two Letters](#) · Tutorial

Quality: 29,348 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings
[SATSKY_2025target_LGM's solution](#)

262.

1793C

[Dora and Search](#) · Tutorial

Quality: 33,108 global accepts · Rating: 1200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers
[SATSKY_2025target_LGM's solution](#)

263.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SATSKY_2025target_LGM's solution](#)

264.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[SATSKY_2025target_LGM's solution](#)

265.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[SATSKY_2025target_LGM's solution](#)

266.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 1300 · first AC: 2026-04-19 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[SATSKY_2025target_LGM's solution](#)

267.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,437 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[SATSKY_2025target_LGM's solution](#)

268.

2145C

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

Quality: 15,403 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[SATSKY_2025target_LGM's solution](#)

269.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[SATSKY_2025target_LGM's solution](#)

270.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,494 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[SATSKY_2025target_LGM's solution](#)

271.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[SATSKY_2025target_LGM's solution](#)

272.

1693A

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

Quality: 17,439 global accepts · Rating: 1300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SATSKY_2025target_LGM's solution](#)

273.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[SATSKY_2025target_LGM's solution](#)

274.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

275.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

276.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

277.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,776 global accepts · Rating: 1300 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[SATSKY_2025target_LGM's solution](#)

278.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[SATSKY_2025target_LGM's solution](#)

279.

1601A

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

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

280.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[SATSKY_2025target_LGM's solution](#)

281.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[SATSKY_2025target_LGM's solution](#)

282.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[SATSKY_2025target_LGM's solution](#)

283.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,842 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[SATSKY_2025target_LGM's solution](#)

284.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[SATSKY_2025target_LGM's solution](#)

285.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

286.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[SATSKY_2025target_LGM's solution](#)

287.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

288.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

289.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[SATSKY_2025target_LGM's solution](#)

290.

1820C

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

Rating: 1300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

291.

1815A

[lan and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[SATSKY_2025target_LGM's solution](#)

292.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

293.

1794C

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

Quality: 22,084 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[SATSKY_2025target_LGM's solution](#)

294.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[SATSKY_2025target_LGM's solution](#)

295.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

296.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[SATSKY_2025target_LGM's solution](#)

297.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SATSKY_2025target_LGM's solution](#)

298.

1775B

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

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[SATSKY_2025target_LGM's solution](#)

299.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

300.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[SATSKY_2025target_LGM's solution](#)

301.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SATSKY_2025target_LGM's solution](#)

302.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[SATSKY_2025target_LGM's solution](#)

303.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[SATSKY_2025target_LGM's solution](#)

304.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,255 global accepts · Rating: 1400 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

305.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[SATSKY_2025target_LGM's solution](#)

306.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,123 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[SATSKY_2025target_LGM's solution](#)

307.

2131D

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

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[SATSKY_2025target_LGM's solution](#)

308.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

309.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SATSKY_2025target_LGM's solution](#)

310.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,667 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[SATSKY_2025target_LGM's solution](#)

311.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,668 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[SATSKY_2025target_LGM's solution](#)

312.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[SATSKY_2025target_LGM's solution](#)

313.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

314.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[SATSKY_2025target_LGM's solution](#)

315.

2000E

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

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[SATSKY_2025target_LGM's solution](#)

316.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

317.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,584 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[SATSKY_2025target_LGM's solution](#)

318.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[SATSKY_2025target_LGM's solution](#)

319.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[SATSKY_2025target_LGM's solution](#)

320.

1887A1

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

Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

321.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

322.

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[SATSKY_2025target_LGM's solution](#)

323.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[SATSKY_2025target_LGM's solution](#)

324.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[SATSKY_2025target_LGM's solution](#)

325.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[SATSKY_2025target_LGM's solution](#)

326.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[SATSKY_2025target_LGM's solution](#)

327.

1845C

[Strong Password](#) · Tutorial

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[SATSKY_2025target_LGM's solution](#)

328.

1728C

[Digital Logarithm](#) · Tutorial

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[SATSKY_2025target_LGM's solution](#)

329.

1837D

[Bracket Coloring](#) · Tutorial

Quality: 21,974 global accepts · Rating: 1400 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[SATSKY_2025target_LGM's solution](#)

330.

1838C

[No Prime Differences](#) · Tutorial

Quality: 17,321 global accepts · Rating: 1400 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[SATSKY_2025target_LGM's solution](#)

331.

1830A

[Copil Copac Draws Trees](#) · Tutorial

Quality: 20,322 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[SATSKY_2025target_LGM's solution](#)

332.

1825C

[LuoTianyi and the Show](#) · Tutorial

Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[SATSKY_2025target_LGM's solution](#)

333.

1805C

[Place for a Selfie](#) · Tutorial

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[SATSKY_2025target_LGM's solution](#)

334.

1800E1

[Unforgivable Curse \(easy version\)](#) · Tutorial

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[SATSKY_2025target_LGM's solution](#)

335.

1772D

[Absolute Sorting](#) · Tutorial

Quality: 18,509 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[SATSKY_2025target_LGM's solution](#)

336.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[SATSKY_2025target_LGM's solution](#)

337.

1771B

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

Quality: 21,333 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[SATSKY_2025target_LGM's solution](#)

338.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[SATSKY_2025target_LGM's solution](#)

339.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[SATSKY_2025target_LGM's solution](#)

340.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[SATSKY_2025target_LGM's solution](#)

341.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,781 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[SATSKY_2025target_LGM's solution](#)

342.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[SATSKY_2025target_LGM's solution](#)

343.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[SATSKY_2025target_LGM's solution](#)

344.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[SATSKY_2025target_LGM's solution](#)

345.

2183D1

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

Quality: 8,856 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[SATSKY_2025target_LGM's solution](#)

346.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[SATSKY_2025target_LGM's solution](#)

347.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[SATSKY_2025target_LGM's solution](#)

348.

2155C

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

Quality: 10,255 global accepts · Rating: 1500 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

349.

2115A

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

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

350.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

351.

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[SATSKY_2025target_LGM's solution](#)

352.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[SATSKY_2025target_LGM's solution](#)

353.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[SATSKY_2025target_LGM's solution](#)

354.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[SATSKY_2025target_LGM's solution](#)

355.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[SATSKY_2025target_LGM's solution](#)

356.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[SATSKY_2025target_LGM's solution](#)

357.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[SATSKY_2025target_LGM's solution](#)

358.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[SATSKY_2025target_LGM's solution](#)

359.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, strings

[SATSKY_2025target_LGM's solution](#)

360.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[SATSKY_2025target_LGM's solution](#)

361.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,380 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[SATSKY_2025target_LGM's solution](#)

362.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[SATSKY_2025target_LGM's solution](#)

363.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[SATSKY_2025target_LGM's solution](#)

364.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[SATSKY_2025target_LGM's solution](#)

365.

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

366.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

367.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

368.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[SATSKY_2025target_LGM's solution](#)

369.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

370.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[SATSKY_2025target_LGM's solution](#)

371.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[SATSKY_2025target_LGM's solution](#)

372.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[SATSKY_2025target_LGM's solution](#)

373.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,529 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[SATSKY_2025target_LGM's solution](#)

374.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,759 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[SATSKY_2025target_LGM's solution](#)

375.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math

[SATSKY_2025target_LGM's solution](#)

376.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

377.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

378.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[SATSKY_2025target_LGM's solution](#)

379.

2207C

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

Quality: 5,449 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[SATSKY_2025target_LGM's solution](#)

380.

2207B

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

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

381.

2196B

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

Quality: 8,583 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[SATSKY_2025target_LGM's solution](#)

382.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,500 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

383.

2157D

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

Quality: 6,011 global accepts · Rating: 1600 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[SATSKY_2025target_LGM's solution](#)

384.

2061D

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

Quality: 10,784 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[SATSKY_2025target_LGM's solution](#)

385.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[SATSKY_2025target_LGM's solution](#)

386.

2048D

[Kevin and Competition Memories](#) · Tutorial

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

387.

2046B

[Move Back at a Cost](#) · Tutorial

Quality: 10,869 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

388.

2018A

[Cards Partition](#) · Tutorial

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

389.

1707A

[Doremy's IQ](#) · Tutorial

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

390.

1996E

[Decode](#) · Tutorial

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[SATSKY_2025target_LGM's solution](#)

391.

1920C

[Partitioning the Array](#) · Tutorial

Quality: 19,922 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[SATSKY_2025target_LGM's solution](#)

392.

1766D

[Lucky Chains](#) · Tutorial

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[SATSKY_2025target_LGM's solution](#)

393.

1861C

[Queries for the Array](#) · Tutorial

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[SATSKY_2025target_LGM's solution](#)

394.

1459C

[Row GCD](#) · Tutorial

Rating: 1600 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[SATSKY_2025target_LGM's solution](#)

395.

1461D

[Divide and Summarize](#) · Tutorial

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

396.

1455D

[Sequence and Swaps](#) · Tutorial

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

397.

1857F

[Sum and Product](#) · Tutorial

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[SATSKY_2025target_LGM's solution](#)

398.

1862E

[Kolya and Movie Theatre](#) · Tutorial

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SATSKY_2025target_LGM's solution](#)

399.

1856C

[To Become Max](#) · Tutorial

Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[SATSKY_2025target_LGM's solution](#)

400.

1849C

[Binary String Copying](#) · Tutorial

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[SATSKY_2025target_LGM's solution](#)

401.

1798D

[Shocking Arrangement](#) · Tutorial

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

402.

1797C

[Li Hua and Chess](#) · Tutorial

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[SATSKY_2025target_LGM's solution](#)

403.

1806C

[Sequence Master](#) · Tutorial

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[SATSKY_2025target_LGM's solution](#)

404.

1802C

[The Very Beautiful Blanket](#) · Tutorial

Rating: 1600 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[SATSKY_2025target_LGM's solution](#)

405.

1796C

[Maximum Set](#) · Tutorial

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[SATSKY_2025target_LGM's solution](#)

406.

1754D

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

Rating: 1600 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[SATSKY_2025target_LGM's solution](#)

407.

1795D

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

Quality: 13,073 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[SATSKY_2025target_LGM's solution](#)

408.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings

[SATSKY_2025target_LGM's solution](#)

409.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[SATSKY_2025target_LGM's solution](#)

410.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[SATSKY_2025target_LGM's solution](#)

411.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, two pointers

[SATSKY_2025target_LGM's solution](#)

412.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[SATSKY_2025target_LGM's solution](#)

413.

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

414.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-04-19 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[SATSKY_2025target_LGM's solution](#)

415.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

416.

2163B

[Sigá ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

417.

2161B

[Make Connected](#) · [Tutorial](#)

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

[SATSKY_2025target_LGM's solution](#)

418.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[SATSKY_2025target_LGM's solution](#)

419.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SATSKY_2025target_LGM's solution](#)

420.

2018C

[Tree Pruning](#) · [Tutorial](#)

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

[SATSKY_2025target_LGM's solution](#)

421.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[SATSKY_2025target_LGM's solution](#)

422.

2006A

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

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[SATSKY_2025target_LGM's solution](#)

423.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[SATSKY_2025target_LGM's solution](#)

424.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[SATSKY_2025target_LGM's solution](#)

425.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[SATSKY_2025target_LGM's solution](#)

426.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

geometry, math

[SATSKY_2025target_LGM's solution](#)

427.

1903D1

[Maximum And Queries \(easy version\) · Tutorial](#)

Quality: 7,149 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[SATSKY_2025target_LGM's solution](#)

428.

1879D

[Sum of XOR Functions · Tutorial](#)

Quality: 10,493 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[SATSKY_2025target_LGM's solution](#)

429.

1868B1

[Candy Party \(Easy Version\) · Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

430.

1864D

[Matrix Cascade · Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

431.

1849D

[Array Painting · Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[SATSKY_2025target_LGM's solution](#)

432.

1743D

[Problem with Random Tests · Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-22 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[SATSKY_2025target_LGM's solution](#)

433.

1798C

[Candy Store · Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

434.

1836C

[k-th equality · Tutorial](#)

Rating: 1700 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

435.

1829H

[Don't Blame Me · Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

436.

1826D

[Running Miles · Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[SATSKY_2025target_LGM's solution](#)

437.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[SATSKY_2025target_LGM's solution](#)

438.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[SATSKY_2025target_LGM's solution](#)

439.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[SATSKY_2025target_LGM's solution](#)

440.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[SATSKY_2025target_LGM's solution](#)

441.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[SATSKY_2025target_LGM's solution](#)

442.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[SATSKY_2025target_LGM's solution](#)

443.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[SATSKY_2025target_LGM's solution](#)

444.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[SATSKY_2025target_LGM's solution](#)

445.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[SATSKY_2025target_LGM's solution](#)

446.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[SATSKY_2025target_LGM's solution](#)

447.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[SATSKY_2025target_LGM's solution](#)

448.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

449.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 1800 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[SATSKY_2025target_LGM's solution](#)

450.

2196C1

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

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[SATSKY_2025target_LGM's solution](#)

451.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[SATSKY_2025target_LGM's solution](#)

452.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,662 global accepts · Rating: 1800 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[SATSKY_2025target_LGM's solution](#)

453.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[SATSKY_2025target_LGM's solution](#)

454.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,196 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[SATSKY_2025target_LGM's solution](#)

455.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

456.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

457.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[SATSKY_2025target_LGM's solution](#)

458.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[SATSKY_2025target_LGM's solution](#)

459.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

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460.

1713D

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Quality: 6,229 global accepts · Rating: 1800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[SATSKY_2025target_LGM's solution](#)

461.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1800 · first AC: 2022-10-30 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[SATSKY_2025target_LGM's solution](#)

462.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[SATSKY_2025target_LGM's solution](#)

463.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[SATSKY_2025target_LGM's solution](#)

464.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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465.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

466.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs,

implementation, math

[SATSKY_2025target_LGM's solution](#)

467.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

468.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[SATSKY_2025target_LGM's solution](#)

469.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,619 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[SATSKY_2025target_LGM's solution](#)

470.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, probabilities

[SATSKY_2025target_LGM's solution](#)

471.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[SATSKY_2025target_LGM's solution](#)

472.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[SATSKY_2025target_LGM's solution](#)

473.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-07 · last AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[SATSKY_2025target_LGM's solution](#)

474.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[SATSKY_2025target_LGM's solution](#)

475.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

476.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[SATSKY_2025target_LGM's solution](#)

477.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[SATSKY_2025target_LGM's solution](#)

478.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[SATSKY_2025target_LGM's solution](#)

479.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[SATSKY_2025target_LGM's solution](#)

480.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,367 global accepts · Rating: 1800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[SATSKY_2025target_LGM's solution](#)

481.

1825D1

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

Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[SATSKY_2025target_LGM's solution](#)

482.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,003 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[SATSKY_2025target_LGM's solution](#)

483.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

484.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

485.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[SATSKY_2025target_LGM's solution](#)

486.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

487.

1775D

[Friendly Spiders](#) · Tutorial

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[SATSKY_2025target_LGM's solution](#)

488.

939E

[Maximize!](#) · Tutorial

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[SATSKY_2025target_LGM's solution](#)

489.

1119D

[Frets On Fire](#) · Tutorial

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[SATSKY_2025target_LGM's solution](#)

490.

1758D

[Range = " Sum](#) Tutorial

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[SATSKY_2025target_LGM's solution](#)

491.

1759F

[All Possible Digits](#) · Tutorial

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

492.

1732C1

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

Quality: 7,575 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[SATSKY_2025target_LGM's solution](#)

493.

2217D

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2026-04-07 · last AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

494.

2184G

[Nastiness of Segments](#) · Tutorial

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[SATSKY_2025target_LGM's solution](#)

495.

2184F

[Cherry Tree](#) · Tutorial

Quality: 3,897 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SATSKY_2025target_LGM's solution](#)

496.

2174B

[Wishing Cards](#) · Tutorial

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SATSKY_2025target_LGM's solution](#)

497.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

498.

2131F

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

Quality: 4,724 global accepts · Rating: 1900 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

499.

2018B

[Speedbreaker](#) · [Tutorial](#)

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

[SATSKY_2025target_LGM's solution](#)

500.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

501.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[SATSKY_2025target_LGM's solution](#)

502.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[SATSKY_2025target_LGM's solution](#)

503.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

504.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[SATSKY_2025target_LGM's solution](#)

505.

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

506.

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

507.

2002D1

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

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

[SATSKY_2025target_LGM's solution](#)

508.

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[SATSKY_2025target_LGM's solution](#)

509.

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

510.

1800F

[Dasha and Nightmares · Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[SATSKY_2025target_LGM's solution](#)

511.

1774E

[Two Chess Pieces · Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[SATSKY_2025target_LGM's solution](#)

512.

1749D

[Counting Arrays · Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-10-21 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

513.

1920D

[Array Repetition · Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[SATSKY_2025target_LGM's solution](#)

514.

1081E

[Missing Numbers · Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

515.

1679D

[Toss a Coin to Your Graph... · Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[SATSKY_2025target_LGM's solution](#)

516.

459E

[Pashmak and Graph](#) · Tutorial

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[SATSKY_2025target_LGM's solution](#)

517.

1887B

[Time Travel](#) · Tutorial

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[SATSKY_2025target_LGM's solution](#)

518.

1887A2

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

Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

519.

455B

[A Lot of Games](#) · Tutorial

Quality: 6,852 global accepts · Rating: 1900 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[SATSKY_2025target_LGM's solution](#)

520.

552C

[Vanya and Scales](#) · Tutorial

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[SATSKY_2025target_LGM's solution](#)

521.

1854A2

[Dual \(Hard Version\)](#) · Tutorial

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[SATSKY_2025target_LGM's solution](#)

522.

1847D

[Professor Higashikata](#) · Tutorial

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[SATSKY_2025target_LGM's solution](#)

523.

1739D

[Reset K Edges](#) · Tutorial

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[SATSKY_2025target_LGM's solution](#)

524.

1842D

[Tenzing and His Animal Friends](#) · Tutorial

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SATSKY_2025target_LGM's solution](#)

525.

1718A2

[Burenka and Traditions \(hard version\)](#) · Tutorial

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[SATSKY_2025target_LGM's solution](#)

526.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-01 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[SATSKY_2025target_LGM's solution](#)

527.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[SATSKY_2025target_LGM's solution](#)

528.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[SATSKY_2025target_LGM's solution](#)

529.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

530.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[SATSKY_2025target_LGM's solution](#)

531.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[SATSKY_2025target_LGM's solution](#)

532.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

533.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[SATSKY_2025target_LGM's solution](#)

534.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

535.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[SATSKY_2025target_LGM's solution](#)

536.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[SATSKY_2025target_LGM's solution](#)

537.

2215B

[RReeppeettiitiiioonn](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2000 · first AC: 2026-04-12 · last AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[SATSKY_2025target_LGM's solution](#)

538.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

539.

2197E2

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

Rating: 2000 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[SATSKY_2025target_LGM's solution](#)

540.

2195F

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

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

541.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[SATSKY_2025target_LGM's solution](#)

542.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 2000 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[SATSKY_2025target_LGM's solution](#)

543.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[SATSKY_2025target_LGM's solution](#)

544.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

545.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SATSKY_2025target_LGM's solution](#)

546.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[SATSKY_2025target_LGM's solution](#)

547.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[SATSKY_2025target_LGM's solution](#)

548.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[SATSKY_2025target_LGM's solution](#)

549.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

550.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · last AC: 2024-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[SATSKY_2025target_LGM's solution](#)

551.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

552.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu

[SATSKY_2025target_LGM's solution](#)

553.

877E

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

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[SATSKY_2025target_LGM's solution](#)

554.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

555.

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[SATSKY_2025target_LGM's solution](#)

556.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[SATSKY_2025target_LGM's solution](#)

557.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[SATSKY_2025target_LGM's solution](#)

558.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[SATSKY_2025target_LGM's solution](#)

559.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[SATSKY_2025target_LGM's solution](#)

560.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[SATSKY_2025target_LGM's solution](#)

561.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[SATSKY_2025target_LGM's solution](#)

562.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[SATSKY_2025target_LGM's solution](#)

563.

1057C

[Tanya and Colored Candies](#) · [Tutorial](#)

Quality: 1,171 global accepts · Rating: 2000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[SATSKY_2025target_LGM's solution](#)

564.

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[SATSKY_2025target_LGM's solution](#)

565.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[SATSKY_2025target_LGM's solution](#)

566.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[SATSKY_2025target_LGM's solution](#)

567.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

568.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[SATSKY_2025target_LGM's solution](#)

569.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[SATSKY_2025target_LGM's solution](#)

570.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[SATSKY_2025target_LGM's solution](#)

571.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

572.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[SATSKY_2025target_LGM's solution](#)

573.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[SATSKY_2025target_LGM's solution](#)

574.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[SATSKY_2025target_LGM's solution](#)

575.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[SATSKY_2025target_LGM's solution](#)

576.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

577.

2210D

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

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[SATSKY_2025target_LGM's solution](#)

578.

2210C2

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

Quality: 2,155 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[SATSKY_2025target_LGM's solution](#)

579.

2207E1

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

580.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2100 · first AC: 2023-04-01 · last AC: 2026-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[SATSKY_2025target_LGM's solution](#)

581.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

582.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[SATSKY_2025target_LGM's solution](#)

583.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[SATSKY_2025target_LGM's solution](#)

584.

2161D

[Locked Out](#) · [Tutorial](#)

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

[SATSKY_2025target_LGM's solution](#)

585.

2145E

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

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

586.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[SATSKY_2025target_LGM's solution](#)

587.

2136F1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[SATSKY_2025target_LGM's solution](#)

588.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[SATSKY_2025target_LGM's solution](#)

589.

2115B

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

Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[SATSKY_2025target_LGM's solution](#)

590.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[SATSKY_2025target_LGM's solution](#)

591.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · last AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[SATSKY_2025target_LGM's solution](#)

592.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2023-12-24 · last AC: 2024-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[SATSKY_2025target_LGM's solution](#)

593.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

594.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

595.

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[SATSKY_2025target_LGM's solution](#)

596.

2000G

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

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[SATSKY_2025target_LGM's solution](#)

597.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[SATSKY_2025target_LGM's solution](#)

598.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

599.

1948E

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

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

600.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

601.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[SATSKY_2025target_LGM's solution](#)

602.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

603.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[SATSKY_2025target_LGM's solution](#)

604.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[SATSKY_2025target_LGM's solution](#)

605.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

606.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

607.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[SATSKY_2025target_LGM's solution](#)

608.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[SATSKY_2025target_LGM's solution](#)

609.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[SATSKY_2025target_LGM's solution](#)

610.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[SATSKY_2025target_LGM's solution](#)

611.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[SATSKY_2025target_LGM's solution](#)

612.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

613.

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[SATSKY_2025target_LGM's solution](#)

614.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[SATSKY_2025target_LGM's solution](#)

615.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[SATSKY_2025target_LGM's solution](#)

616.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SATSKY_2025target_LGM's solution](#)

617.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SATSKY_2025target_LGM's solution](#)

618.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

619.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[SATSKY_2025target_LGM's solution](#)

620.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[SATSKY_2025target_LGM's solution](#)

621.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[SATSKY_2025target_LGM's solution](#)

622.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-19 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[SATSKY_2025target_LGM's solution](#)

623.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[SATSKY_2025target_LGM's solution](#)

624.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[SATSKY_2025target_LGM's solution](#)

625.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

626.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[SATSKY_2025target_LGM's solution](#)

627.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-17 · last AC: 2026-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

628.

2156F1

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

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

629.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[SATSKY_2025target_LGM's solution](#)

630.

2144E1

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

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SATSKY_2025target_LGM's solution](#)

631.

2140E1

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

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[SATSKY_2025target_LGM's solution](#)

632.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[SATSKY_2025target_LGM's solution](#)

633.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[SATSKY_2025target_LGM's solution](#)

634.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[SATSKY_2025target_LGM's solution](#)

635.

2018D

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

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

[SATSKY_2025target_LGM's solution](#)

636.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[SATSKY_2025target_LGM's solution](#)

637.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[SATSKY_2025target_LGM's solution](#)

638.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[SATSKY_2025target_LGM's solution](#)

639.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[SATSKY_2025target_LGM's solution](#)

640.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[SATSKY_2025target_LGM's solution](#)

641.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[SATSKY_2025target_LGM's solution](#)

642.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[SATSKY_2025target_LGM's solution](#)

643.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[SATSKY_2025target_LGM's solution](#)

644.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[SATSKY_2025target_LGM's solution](#)

645.

1786E

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

Rating: 2200 · first AC: 2023-02-06 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[SATSKY_2025target_LGM's solution](#)

646.

1926F

[Vlad and Avoiding X · Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[SATSKY_2025target_LGM's solution](#)

647.

1898E

[Sofia and Strings · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[SATSKY_2025target_LGM's solution](#)

648.

1909F1

[Small Permutation Problem \(Easy Version\) · Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

649.

570D

[Tree Requests · Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[SATSKY_2025target_LGM's solution](#)

650.

1627E

[Not Escaping · Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[SATSKY_2025target_LGM's solution](#)

651.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[SATSKY_2025target_LGM's solution](#)

652.

1788E

[Sum Over Zero · Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[SATSKY_2025target_LGM's solution](#)

653.

1858D

[Trees and Segments · Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[SATSKY_2025target_LGM's solution](#)

654.

1860D

[Balanced String · Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
[SATSKY_2025target_LGM's solution](#)

655.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[SATSKY_2025target_LGM's solution](#)

656.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search
[SATSKY_2025target_LGM's solution](#)

657.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[SATSKY_2025target_LGM's solution](#)

658.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[SATSKY_2025target_LGM's solution](#)

659.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
[SATSKY_2025target_LGM's solution](#)

660.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
[SATSKY_2025target_LGM's solution](#)

661.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[SATSKY_2025target_LGM's solution](#)

662.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp
[SATSKY_2025target_LGM's solution](#)

663.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[SATSKY_2025target_LGM's solution](#)

664.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[SATSKY_2025target_LGM's solution](#)

665.

1808E1

[Minibuses on Venus \(easy version\) · Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[SATSKY_2025target_LGM's solution](#)

666.

1800G

[Symmetree · Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[SATSKY_2025target_LGM's solution](#)

667.

1789D

[Serval and Shift-Shift-Shift · Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[SATSKY_2025target_LGM's solution](#)

668.

663C

[Graph Coloring · Tutorial](#)

Rating: 2200 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[SATSKY_2025target_LGM's solution](#)

669.

1772G

[Gaining Rating · Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

670.

1776B

[Vittorio Plays with LEGO Bricks · Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[SATSKY_2025target_LGM's solution](#)

671.

1763D

[Valid Bitonic Permutations · Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[SATSKY_2025target_LGM's solution](#)

672.

2091G

[Gleb and Boating · Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2026-04-09 · last AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[SATSKY_2025target_LGM's solution](#)

673.

2217F

[Interval Game · Tutorial](#)

Quality: 704 global accepts · Rating: 2300 · first AC: 2026-04-07 · last AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[SATSKY_2025target_LGM's solution](#)

674.

2194F1

[Again Trees... \(Easy Version\) · Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees
[SATSKY_2025target_LGM's solution](#)

675.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

676.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[SATSKY_2025target_LGM's solution](#)

677.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[SATSKY_2025target_LGM's solution](#)

678.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-06-02 · last AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[SATSKY_2025target_LGM's solution](#)

679.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

680.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[SATSKY_2025target_LGM's solution](#)

681.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[SATSKY_2025target_LGM's solution](#)

682.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[SATSKY_2025target_LGM's solution](#)

683.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[SATSKY_2025target_LGM's solution](#)

684.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[SATSKY_2025target_LGM's solution](#)

685.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[SATSKY_2025target_LGM's solution](#)

686.

2002E

[Cosmic Rays](#) · [Tutorial](#)

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

[SATSKY_2025target_LGM's solution](#)

687.

2002D2

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

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

[SATSKY_2025target_LGM's solution](#)

688.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[SATSKY_2025target_LGM's solution](#)

689.

1825D2

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

Rating: 2300 · first AC: 2023-05-08 · last AC: 2024-03-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[SATSKY_2025target_LGM's solution](#)

690.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[SATSKY_2025target_LGM's solution](#)

691.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SATSKY_2025target_LGM's solution](#)

692.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[SATSKY_2025target_LGM's solution](#)

693.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

694.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[SATSKY_2025target_LGM's solution](#)

695.

1870E

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

Quality: 2,963 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[SATSKY_2025target_LGM's solution](#)

696.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

697.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

698.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[SATSKY_2025target_LGM's solution](#)

699.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[SATSKY_2025target_LGM's solution](#)

700.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

701.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[SATSKY_2025target_LGM's solution](#)

702.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[SATSKY_2025target_LGM's solution](#)

703.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[SATSKY_2025target_LGM's solution](#)

704.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[SATSKY_2025target_LGM's solution](#)

705.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[SATSKY_2025target_LGM's solution](#)

706.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[SATSKY_2025target_LGM's solution](#)

707.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[SATSKY_2025target_LGM's solution](#)

708.

1782E

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

Rating: 2300 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

709.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, trees

[SATSKY_2025target_LGM's solution](#)

710.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-04-19 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[SATSKY_2025target_LGM's solution](#)

711.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

712.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[SATSKY_2025target_LGM's solution](#)

713.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2026-04-12 · last AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[SATSKY_2025target_LGM's solution](#)

714.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[SATSKY_2025target_LGM's solution](#)

715.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[SATSKY_2025target_LGM's solution](#)

716.

2211F

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

Quality: 915 global accepts · Rating: 2400 · first AC: 2026-04-06 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[SATSKY_2025target_LGM's solution](#)

717.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation
[SATSKY_2025target_LGM's solution](#)

718.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[SATSKY_2025target_LGM's solution](#)

719.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[SATSKY_2025target_LGM's solution](#)

720.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings
[SATSKY_2025target_LGM's solution](#)

721.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[SATSKY_2025target_LGM's solution](#)

722.

2153E

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

Quality: 986 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[SATSKY_2025target_LGM's solution](#)

723.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[SATSKY_2025target_LGM's solution](#)

724.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[SATSKY_2025target_LGM's solution](#)

725.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[SATSKY_2025target_LGM's solution](#)

726.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[SATSKY_2025target_LGM's solution](#)

727.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[SATSKY_2025target_LGM's solution](#)

728.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · last AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[SATSKY_2025target_LGM's solution](#)

729.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[SATSKY_2025target_LGM's solution](#)

730.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[SATSKY_2025target_LGM's solution](#)

731.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

732.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[SATSKY_2025target_LGM's solution](#)

733.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[SATSKY_2025target_LGM's solution](#)

734.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2400 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[SATSKY_2025target_LGM's solution](#)

735.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[SATSKY_2025target_LGM's solution](#)

736.

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

[SATSKY_2025target_LGM's solution](#)

737.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

738.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[SATSKY_2025target_LGM's solution](#)

739.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

740.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[SATSKY_2025target_LGM's solution](#)

741.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[SATSKY_2025target_LGM's solution](#)

742.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, interactive

[SATSKY_2025target_LGM's solution](#)

743.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs

[SATSKY_2025target_LGM's solution](#)

744.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[SATSKY_2025target_LGM's solution](#)

745.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[SATSKY_2025target_LGM's solution](#)

746.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[SATSKY_2025target_LGM's solution](#)

747.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[SATSKY_2025target_LGM's solution](#)

748.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[SATSKY_2025target_LGM's solution](#)

749.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-15 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[SATSKY_2025target_LGM's solution](#)

750.

1786F

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-10 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, games, math
[SATSKY_2025target_LGM's solution](#)

751.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers
[SATSKY_2025target_LGM's solution](#)

752.

1925F

[Fractal Origami](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[SATSKY_2025target_LGM's solution](#)

753.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[SATSKY_2025target_LGM's solution](#)

754.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[SATSKY_2025target_LGM's solution](#)

755.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[SATSKY_2025target_LGM's solution](#)

756.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[SATSKY_2025target_LGM's solution](#)

757.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[SATSKY_2025target_LGM's solution](#)

758.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[SATSKY_2025target_LGM's solution](#)

759.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[SATSKY_2025target_LGM's solution](#)

760.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[SATSKY_2025target_LGM's solution](#)

761.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[SATSKY_2025target_LGM's solution](#)

762.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[SATSKY_2025target_LGM's solution](#)

763.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[SATSKY_2025target_LGM's solution](#)

764.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[SATSKY_2025target_LGM's solution](#)

765.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[SATSKY_2025target_LGM's solution](#)

766.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[SATSKY_2025target_LGM's solution](#)

767.

1886E

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

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

768.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[SATSKY_2025target_LGM's solution](#)

769.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[SATSKY_2025target_LGM's solution](#)

770.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[SATSKY_2025target_LGM's solution](#)

771.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[SATSKY_2025target_LGM's solution](#)

772.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[SATSKY_2025target_LGM's solution](#)

773.

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

774.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-31 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

775.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[SATSKY_2025target_LGM's solution](#)

776.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[SATSKY_2025target_LGM's solution](#)

777.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[SATSKY_2025target_LGM's solution](#)

778.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[SATSKY_2025target_LGM's solution](#)

779.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[SATSKY_2025target_LGM's solution](#)

780.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

781.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

782.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[SATSKY_2025target_LGM's solution](#)

783.

1818E

[Similar Polynomials](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[SATSKY_2025target_LGM's solution](#)

784.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

785.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[SATSKY_2025target_LGM's solution](#)

786.

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[SATSKY_2025target_LGM's solution](#)

787.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[SATSKY_2025target_LGM's solution](#)

788.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

789.

1820E

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, trees

[SATSKY_2025target_LGM's solution](#)

790.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

791.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[SATSKY_2025target_LGM's solution](#)

792.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[SATSKY_2025target_LGM's solution](#)

793.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-10 · last AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[SATSKY_2025target_LGM's solution](#)

794.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

795.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-19 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[SATSKY_2025target_LGM's solution](#)

796.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-04-19 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[SATSKY_2025target_LGM's solution](#)

797.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

798.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SATSKY_2025target_LGM's solution](#)

799.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[SATSKY_2025target_LGM's solution](#)

800.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[SATSKY_2025target_LGM's solution](#)

801.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SATSKY_2025target_LGM's solution](#)

802.

2202F

[Binary Not Search and Queries](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[SATSKY_2025target_LGM's solution](#)

803.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[SATSKY_2025target_LGM's solution](#)

804.

2191F

[Prufer Vertex](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory

[SATSKY_2025target_LGM's solution](#)

805.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[SATSKY_2025target_LGM's solution](#)

806.

2166F

[Path Split](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[SATSKY_2025target_LGM's solution](#)

807.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[SATSKY_2025target_LGM's solution](#)

808.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[SATSKY_2025target_LGM's solution](#)

809.

2160G1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry, greedy, math, two pointers

[SATSKY_2025target_LGM's solution](#)

810.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · last AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[SATSKY_2025target_LGM's solution](#)

811.

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[SATSKY_2025target_LGM's solution](#)

812.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · last AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[SATSKY_2025target_LGM's solution](#)

813.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[SATSKY_2025target_LGM's solution](#)

814.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings
[SATSKY_2025target_LGM's solution](#)

815.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-09 · last AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[SATSKY_2025target_LGM's solution](#)

816.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory
[SATSKY_2025target_LGM's solution](#)

817.

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[SATSKY_2025target_LGM's solution](#)

818.

2140E2

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

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[SATSKY_2025target_LGM's solution](#)

819.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[SATSKY_2025target_LGM's solution](#)

820.

2136F2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[SATSKY_2025target_LGM's solution](#)

821.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings
[SATSKY_2025target_LGM's solution](#)

822.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[SATSKY_2025target_LGM's solution](#)

823.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[SATSKY_2025target_LGM's solution](#)

824.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

825.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[SATSKY_2025target_LGM's solution](#)

826.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[SATSKY_2025target_LGM's solution](#)

827.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[SATSKY_2025target_LGM's solution](#)

828.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

829.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SATSKY_2025target_LGM's solution](#)

830.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[SATSKY_2025target_LGM's solution](#)

831.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

832.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[SATSKY_2025target_LGM's solution](#)

833.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[SATSKY_2025target_LGM's solution](#)

834.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-04-17 · last AC: 2024-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

835.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[SATSKY_2025target_LGM's solution](#)

836.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-03-01 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[SATSKY_2025target_LGM's solution](#)

837.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-27 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[SATSKY_2025target_LGM's solution](#)

838.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-02-22 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[SATSKY_2025target_LGM's solution](#)

839.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[SATSKY_2025target_LGM's solution](#)

840.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[SATSKY_2025target_LGM's solution](#)

841.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[SATSKY_2025target_LGM's solution](#)

842.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[SATSKY_2025target_LGM's solution](#)

843.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[SATSKY_2025target_LGM's solution](#)

844.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[SATSKY_2025target_LGM's solution](#)

845.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[SATSKY_2025target_LGM's solution](#)

846.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[SATSKY_2025target_LGM's solution](#)

847.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[SATSKY_2025target_LGM's solution](#)

848.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[SATSKY_2025target_LGM's solution](#)

849.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[SATSKY_2025target_LGM's solution](#)

850.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[SATSKY_2025target_LGM's solution](#)

851.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

852.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[SATSKY_2025target_LGM's solution](#)

853.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[SATSKY_2025target_LGM's solution](#)

854.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[SATSKY_2025target_LGM's solution](#)

855.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[SATSKY_2025target_LGM's solution](#)

856.

1877F

[Lexichromatography](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu

[SATSKY_2025target_LGM's solution](#)

857.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[SATSKY_2025target_LGM's solution](#)

858.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[SATSKY_2025target_LGM's solution](#)

859.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[SATSKY_2025target_LGM's solution](#)

860.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[SATSKY_2025target_LGM's solution](#)

861.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[SATSKY_2025target_LGM's solution](#)

862.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[SATSKY_2025target_LGM's solution](#)

863.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[SATSKY_2025target_LGM's solution](#)

864.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

865.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

866.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

867.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[SATSKY_2025target_LGM's solution](#)

868.

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[SATSKY_2025target_LGM's solution](#)

869.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[SATSKY_2025target_LGM's solution](#)

870.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

871.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[SATSKY_2025target_LGM's solution](#)

872.

1825E

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, dsu, greedy, trees

[SATSKY_2025target_LGM's solution](#)

873.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-29 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[SATSKY_2025target_LGM's solution](#)

874.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[SATSKY_2025target_LGM's solution](#)

875.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[SATSKY_2025target_LGM's solution](#)

876.

1559D2

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

Quality: 3,066 global accepts · Rating: 2500 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[SATSKY_2025target_LGM's solution](#)

877.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[SATSKY_2025target_LGM's solution](#)

878.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[SATSKY_2025target_LGM's solution](#)

879.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

880.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[SATSKY_2025target_LGM's solution](#)

881.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[SATSKY_2025target_LGM's solution](#)

882.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[SATSKY_2025target_LGM's solution](#)

883.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[SATSKY_2025target_LGM's solution](#)

884.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[SATSKY_2025target_LGM's solution](#)

885.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[SATSKY_2025target_LGM's solution](#)

886.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[SATSKY_2025target_LGM's solution](#)

887.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[SATSKY_2025target_LGM's solution](#)

888.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[SATSKY_2025target_LGM's solution](#)

889.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[SATSKY_2025target_LGM's solution](#)

890.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-04-19 · last AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[SATSKY_2025target_LGM's solution](#)

891.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: strings

[SATSKY_2025target_LGM's solution](#)

892.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2026-04-15 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy

[SATSKY_2025target_LGM's solution](#)

893.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2026-04-10 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[SATSKY_2025target_LGM's solution](#)

894.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[SATSKY_2025target_LGM's solution](#)

895.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[SATSKY_2025target_LGM's solution](#)

896.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[SATSKY_2025target_LGM's solution](#)

897.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[SATSKY_2025target_LGM's solution](#)

898.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

899.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-04-02 · last AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[SATSKY_2025target_LGM's solution](#)

900.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-03-31 · last AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[SATSKY_2025target_LGM's solution](#)

901.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[SATSKY_2025target_LGM's solution](#)

902.

2158F1

[Distinct GCDs \(Easy Version\) · Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[SATSKY_2025target_LGM's solution](#)

903.

2158E

[Sink · Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[SATSKY_2025target_LGM's solution](#)

904.

2170F

[Build XOR on a Segment · Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[SATSKY_2025target_LGM's solution](#)

905.

2164F1

[Chain Prefix Rank \(Easy Version\) · Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[SATSKY_2025target_LGM's solution](#)

906.

2187D

[Cool Problem · Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[SATSKY_2025target_LGM's solution](#)

907.

2189E

[Majority Wins? · Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[SATSKY_2025target_LGM's solution](#)

908.

1554E

[You · Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

909.

2104F

[Numbers and Strings · Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

910.

2108E

[Spruce Dispute · Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[SATSKY_2025target_LGM's solution](#)

911.

2150E1

[Hidden Single \(Version 1\) · Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[SATSKY_2025target_LGM's solution](#)

912.

2139F

[Antiamuny and Slider Movement · Tutorial](#)

Rating: 2600 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

913.

2132G

[Famous Choreographer · Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[SATSKY_2025target_LGM's solution](#)

914.

2107E

[Ain and Apple Tree · Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[SATSKY_2025target_LGM's solution](#)

915.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[SATSKY_2025target_LGM's solution](#)

916.

2131H

[Sea, You & copriMe · Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

917.

2120F

[Superb Graphs · Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, graphs

[SATSKY_2025target_LGM's solution](#)

918.

2119E

[And Constraint · Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[SATSKY_2025target_LGM's solution](#)

919.

2122E

[Greedy Grid Counting · Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

920.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[SATSKY_2025target_LGM's solution](#)

921.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

922.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

923.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[SATSKY_2025target_LGM's solution](#)

924.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-31 · last AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

925.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[SATSKY_2025target_LGM's solution](#)

926.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

927.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

928.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[SATSKY_2025target_LGM's solution](#)

929.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SATSKY_2025target_LGM's solution](#)

930.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2600 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number

theory, probabilities

[SATSKY_2025target_LGM's solution](#)

931.

1592F1

[Alice and Recoloring 1](#) · Tutorial

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[SATSKY_2025target_LGM's solution](#)

932.

1500C

[Matrix Sorting](#) · Tutorial

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[SATSKY_2025target_LGM's solution](#)

933.

1815D

[XOR Counting](#) · Tutorial

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-16 · last AC: 2024-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

934.

1793E

[Veletin and Marketing](#) · Tutorial

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-25 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

935.

1389F

[Bicolored Segments](#) · Tutorial

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[SATSKY_2025target_LGM's solution](#)

936.

1919E

[Counting Prefixes](#) · Tutorial

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[SATSKY_2025target_LGM's solution](#)

937.

1905F

[Field Should Not Be Empty](#) · Tutorial

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[SATSKY_2025target_LGM's solution](#)

938.

1906B

[Button Pressing](#) · Tutorial

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[SATSKY_2025target_LGM's solution](#)

939.

1762F

[Good Pairs](#) · Tutorial

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[SATSKY_2025target_LGM's solution](#)

940.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[SATSKY_2025target_LGM's solution](#)

941.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

942.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[SATSKY_2025target_LGM's solution](#)

943.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[SATSKY_2025target_LGM's solution](#)

944.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SATSKY_2025target_LGM's solution](#)

945.

1890E2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[SATSKY_2025target_LGM's solution](#)

946.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[SATSKY_2025target_LGM's solution](#)

947.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[SATSKY_2025target_LGM's solution](#)

948.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[SATSKY_2025target_LGM's solution](#)

949.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[SATSKY_2025target_LGM's solution](#)

950.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[SATSKY_2025target_LGM's solution](#)

951.

1793F

[Rebreeding](#) · Tutorial

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[SATSKY_2025target_LGM's solution](#)

952.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[SATSKY_2025target_LGM's solution](#)

953.

1799G

[Count Voting](#) · Tutorial

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

954.

1848E

[Vika and Stone Skipping](#) · Tutorial

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[SATSKY_2025target_LGM's solution](#)

955.

1821F

[Timber](#) · Tutorial

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[SATSKY_2025target_LGM's solution](#)

956.

1823F

[Random Walk](#) · Tutorial

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[SATSKY_2025target_LGM's solution](#)

957.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · Tutorial

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

958.

1739F

[Keyboard Design](#) · Tutorial

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[SATSKY_2025target_LGM's solution](#)

959.

1828E

[Palindrome Partition](#) · Tutorial

Rating: 2600 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, strings

[SATSKY_2025target_LGM's solution](#)

960.

1836E

[Twin Clusters](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, meet-in-the-middle, probabilities

[SATSKY_2025target_LGM's solution](#)

961.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[SATSKY_2025target_LGM's solution](#)

962.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2026-04-23 · last AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[SATSKY_2025target_LGM's solution](#)

963.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2026-04-16 · last AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[SATSKY_2025target_LGM's solution](#)

964.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

965.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

966.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

967.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

968.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[SATSKY_2025target_LGM's solution](#)

969.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[SATSKY_2025target_LGM's solution](#)

970.

2208E

[Counting Cute Arrays](#) · Tutorial

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SATSKY_2025target_LGM's solution](#)

971.

2210E

[Binary Strings are Simple?](#) · Tutorial

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[SATSKY_2025target_LGM's solution](#)

972.

2210F

[A Simple Problem](#) · Tutorial

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, trees

[SATSKY_2025target_LGM's solution](#)

973.

2204G

[Grid Path](#) · Tutorial

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[SATSKY_2025target_LGM's solution](#)

974.

2169F

[Subsequence Problem](#) · Tutorial

Quality: 335 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[SATSKY_2025target_LGM's solution](#)

975.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[SATSKY_2025target_LGM's solution](#)

976.

2143F

[Increasing Xor](#) · Tutorial

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-22 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[SATSKY_2025target_LGM's solution](#)

977.

2163E

[Plegma](#) · Tutorial

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[SATSKY_2025target_LGM's solution](#)

978.

2104G

[Modulo 3](#) · Tutorial

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[SATSKY_2025target_LGM's solution](#)

979.

2150D

[Attraction Theory](#) · Tutorial

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

980.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[SATSKY_2025target_LGM's solution](#)

981.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[SATSKY_2025target_LGM's solution](#)

982.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[SATSKY_2025target_LGM's solution](#)

983.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[SATSKY_2025target_LGM's solution](#)

984.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2025-02-21 · last AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[SATSKY_2025target_LGM's solution](#)

985.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

986.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[SATSKY_2025target_LGM's solution](#)

987.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[SATSKY_2025target_LGM's solution](#)

988.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[SATSKY_2025target_LGM's solution](#)

989.

2009G3

[Yunli's Subarray Queries \(extreme version\) · Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation
[SATSKY_2025target_LGM's solution](#)

990.

2003E2

[Turtle and Inversions \(Hard Version\) · Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers
[SATSKY_2025target_LGM's solution](#)

991.

1995E1

[Let Me Teach You a Lesson \(Easy Version\) · Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
[SATSKY_2025target_LGM's solution](#)

992.

1991G

[Grid Reset · Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[SATSKY_2025target_LGM's solution](#)

993.

1458C

[Latin Square · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices
[SATSKY_2025target_LGM's solution](#)

994.

1671F

[Permutation Counting · Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[SATSKY_2025target_LGM's solution](#)

995.

1918G

[Permutation of Given · Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[SATSKY_2025target_LGM's solution](#)

996.

1814F

[Communication Towers · Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-06-14 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu
[SATSKY_2025target_LGM's solution](#)

997.

1774F2

[Magician and Pigs \(Hard Version\) · Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-10-14 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[SATSKY_2025target_LGM's solution](#)

998.

1924D

[Balanced Subsequences · Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[SATSKY_2025target_LGM's solution](#)

999.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[SATSKY_2025target_LGM's solution](#)

1000.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[SATSKY_2025target_LGM's solution](#)

1001.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[SATSKY_2025target_LGM's solution](#)

1002.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[SATSKY_2025target_LGM's solution](#)

1003.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[SATSKY_2025target_LGM's solution](#)

1004.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[SATSKY_2025target_LGM's solution](#)

1005.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[SATSKY_2025target_LGM's solution](#)

1006.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[SATSKY_2025target_LGM's solution](#)

1007.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[SATSKY_2025target_LGM's solution](#)

1008.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[SATSKY_2025target_LGM's solution](#)

1009.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[SATSKY_2025target_LGM's solution](#)

1010.

1849F

[XOR Partition · Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[SATSKY_2025target_LGM's solution](#)

1011.

1801F

[Another n-dimensional chocolate bar · Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[SATSKY_2025target_LGM's solution](#)

1012.

1781F

[Bracket Insertion · Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[SATSKY_2025target_LGM's solution](#)

1013.

1795G

[Removal Sequences · Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[SATSKY_2025target_LGM's solution](#)

1014.

1799F

[Halve or Subtract · Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

1015.

1804F

[Approximate Diameter · Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[SATSKY_2025target_LGM's solution](#)

1016.

1817D

[Toy Machine · Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[SATSKY_2025target_LGM's solution](#)

1017.

1841F

[Monocarp and a Strategic Game · Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

1018.

383E

[Vowels · Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[SATSKY_2025target_LGM's solution](#)

1019.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[SATSKY_2025target_LGM's solution](#)

1020.

2202G2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SATSKY_2025target_LGM's solution](#)

1021.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft, math

[SATSKY_2025target_LGM's solution](#)

1022.

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[SATSKY_2025target_LGM's solution](#)

1023.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2026-04-11 · last AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[SATSKY_2025target_LGM's solution](#)

1024.

2217H

[Closer](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[SATSKY_2025target_LGM's solution](#)

1025.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[SATSKY_2025target_LGM's solution](#)

1026.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[SATSKY_2025target_LGM's solution](#)

1027.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[SATSKY_2025target_LGM's solution](#)

1028.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-03-24 · last AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[SATSKY_2025target_LGM's solution](#)

1029.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2026-03-23 · last AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: math, string suffix structures

[SATSKY_2025target_LGM's solution](#)

1030.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[SATSKY_2025target_LGM's solution](#)

1031.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-03-05 · last AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[SATSKY_2025target_LGM's solution](#)

1032.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[SATSKY_2025target_LGM's solution](#)

1033.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-15 · last AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[SATSKY_2025target_LGM's solution](#)

1034.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-13 · last AC: 2025-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[SATSKY_2025target_LGM's solution](#)

1035.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[SATSKY_2025target_LGM's solution](#)

1036.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[SATSKY_2025target_LGM's solution](#)

1037.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[SATSKY_2025target_LGM's solution](#)

1038.

2150E2

[Hidden Single \(Version 2\) · Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[SATSKY_2025target_LGM's solution](#)

1039.

2147F

[Exchange Queries · Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[SATSKY_2025target_LGM's solution](#)

1040.

2113E

[From Kazan with Love · Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[SATSKY_2025target_LGM's solution](#)

1041.

2112F

[Variables and Operations · Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[SATSKY_2025target_LGM's solution](#)

1042.

2124F2

[Appending Permutations \(Hard Version\) · Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SATSKY_2025target_LGM's solution](#)

1043.

2127F

[Hamed and AghaBalaSar · Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[SATSKY_2025target_LGM's solution](#)

1044.

2069F

[Graph Inclusion · Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[SATSKY_2025target_LGM's solution](#)

1045.

2052K

[Knowns and Unknowns · Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1046.

2052I

[Incompetent Delivery Guy · Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[SATSKY_2025target_LGM's solution](#)

1047.

2052G

[Geometric Balance · Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[SATSKY_2025target_LGM's solution](#)

1048.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[SATSKY_2025target_LGM's solution](#)

1049.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

1050.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

1051.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[SATSKY_2025target_LGM's solution](#)

1052.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

1053.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2023-12-25 · last AC: 2024-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[SATSKY_2025target_LGM's solution](#)

1054.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[SATSKY_2025target_LGM's solution](#)

1055.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-09-03 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

1056.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[SATSKY_2025target_LGM's solution](#)

1057.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SATSKY_2025target_LGM's solution](#)

1058.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[SATSKY_2025target_LGM's solution](#)

1059.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[SATSKY_2025target_LGM's solution](#)

1060.

1972F

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation

[SATSKY_2025target_LGM's solution](#)

1061.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, trees

[SATSKY_2025target_LGM's solution](#)

1062.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[SATSKY_2025target_LGM's solution](#)

1063.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[SATSKY_2025target_LGM's solution](#)

1064.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[SATSKY_2025target_LGM's solution](#)

1065.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[SATSKY_2025target_LGM's solution](#)

1066.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[SATSKY_2025target_LGM's solution](#)

1067.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-01 · last AC: 2024-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[SATSKY_2025target_LGM's solution](#)

1068.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

1069.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[SATSKY_2025target_LGM's solution](#)

1070.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[SATSKY_2025target_LGM's solution](#)

1071.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[SATSKY_2025target_LGM's solution](#)

1072.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[SATSKY_2025target_LGM's solution](#)

1073.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[SATSKY_2025target_LGM's solution](#)

1074.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[SATSKY_2025target_LGM's solution](#)

1075.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[SATSKY_2025target_LGM's solution](#)

1076.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[SATSKY_2025target_LGM's solution](#)

1077.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

constructive algorithms, data structures, greedy, hashing, strings

[SATSKY_2025target_LGM's solution](#)

1078.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[SATSKY_2025target_LGM's solution](#)

1079.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[SATSKY_2025target_LGM's solution](#)

1080.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[SATSKY_2025target_LGM's solution](#)

1081.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-09-01 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SATSKY_2025target_LGM's solution](#)

1082.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[SATSKY_2025target_LGM's solution](#)

1083.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[SATSKY_2025target_LGM's solution](#)

1084.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

1085.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[SATSKY_2025target_LGM's solution](#)

1086.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

1087.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities

[SATSKY_2025target_LGM's solution](#)

1088.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SATSKY_2025target_LGM's solution](#)

1089.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[SATSKY_2025target_LGM's solution](#)

1090.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SATSKY_2025target_LGM's solution](#)

1091.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SATSKY_2025target_LGM's solution](#)

1092.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[SATSKY_2025target_LGM's solution](#)

1093.

2206M

[Deformed Balance](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 2900 · first AC: 2026-04-20 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1094.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-04-19 · last AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

1095.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2026-04-16 · last AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1096.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[SATSKY_2025target_LGM's solution](#)

1097.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2026-04-08 · last AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[SATSKY_2025target_LGM's solution](#)

1098.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[SATSKY_2025target_LGM's solution](#)

1099.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[SATSKY_2025target_LGM's solution](#)

1100.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[SATSKY_2025target_LGM's solution](#)

1101.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[SATSKY_2025target_LGM's solution](#)

1102.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[SATSKY_2025target_LGM's solution](#)

1103.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

1104.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[SATSKY_2025target_LGM's solution](#)

1105.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2026-03-12 · last AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SATSKY_2025target_LGM's solution](#)

1106.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[SATSKY_2025target_LGM's solution](#)

1107.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu,

flows, graph matchings, graphs, greedy
[SATSKY_2025target_LGM's solution](#)

1108.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy
[SATSKY_2025target_LGM's solution](#)

1109.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[SATSKY_2025target_LGM's solution](#)

1110.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2900 · first AC: 2025-10-03 · last AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees
[SATSKY_2025target_LGM's solution](#)

1111.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[SATSKY_2025target_LGM's solution](#)

1112.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[SATSKY_2025target_LGM's solution](#)

1113.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[SATSKY_2025target_LGM's solution](#)

1114.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[SATSKY_2025target_LGM's solution](#)

1115.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-08-24 · last AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[SATSKY_2025target_LGM's solution](#)

1116.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-08-18 · last AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive
[SATSKY_2025target_LGM's solution](#)

1117.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[SATSKY_2025target_LGM's solution](#)

1118.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1119.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

1120.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[SATSKY_2025target_LGM's solution](#)

1121.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[SATSKY_2025target_LGM's solution](#)

1122.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[SATSKY_2025target_LGM's solution](#)

1123.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[SATSKY_2025target_LGM's solution](#)

1124.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SATSKY_2025target_LGM's solution](#)

1125.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[SATSKY_2025target_LGM's solution](#)

1126.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[SATSKY_2025target_LGM's solution](#)

1127.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[SATSKY_2025target_LGM's solution](#)

1128.

449E

[Jzzhu and Squares](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[SATSKY_2025target_LGM's solution](#)

1129.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[SATSKY_2025target_LGM's solution](#)

1130.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, math

[SATSKY_2025target_LGM's solution](#)

1131.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

1132.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[SATSKY_2025target_LGM's solution](#)

1133.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[SATSKY_2025target_LGM's solution](#)

1134.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[SATSKY_2025target_LGM's solution](#)

1135.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory

[SATSKY_2025target_LGM's solution](#)

1136.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[SATSKY_2025target_LGM's solution](#)

1137.

1901F

[Landscaping](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, two pointers

[SATSKY_2025target_LGM's solution](#)

1138.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SATSKY_2025target_LGM's solution](#)

1139.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[SATSKY_2025target_LGM's solution](#)

1140.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[SATSKY_2025target_LGM's solution](#)

1141.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[SATSKY_2025target_LGM's solution](#)

1142.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[SATSKY_2025target_LGM's solution](#)

1143.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[SATSKY_2025target_LGM's solution](#)

1144.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-10-12 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[SATSKY_2025target_LGM's solution](#)

1145.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[SATSKY_2025target_LGM's solution](#)

1146.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[SATSKY_2025target_LGM's solution](#)

1147.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-17 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings
[SATSKY_2025target_LGM's solution](#)

1148.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities
[SATSKY_2025target_LGM's solution](#)

1149.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2026-04-10 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[SATSKY_2025target_LGM's solution](#)

1150.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees
[SATSKY_2025target_LGM's solution](#)

1151.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-04-01 · last AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory
[SATSKY_2025target_LGM's solution](#)

1152.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures
[SATSKY_2025target_LGM's solution](#)

1153.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory
[SATSKY_2025target_LGM's solution](#)

1154.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-11-02 · last AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees
[SATSKY_2025target_LGM's solution](#)

1155.

2156F2

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

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees
[SATSKY_2025target_LGM's solution](#)

1156.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-16 · last AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs
[SATSKY_2025target_LGM's solution](#)

1157.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[SATSKY_2025target_LGM's solution](#)

1158.

2120G

[Eulerian Line Graph](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[SATSKY_2025target_LGM's solution](#)

1159.

2125F

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

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[SATSKY_2025target_LGM's solution](#)

1160.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[SATSKY_2025target_LGM's solution](#)

1161.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[SATSKY_2025target_LGM's solution](#)

1162.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[SATSKY_2025target_LGM's solution](#)

1163.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[SATSKY_2025target_LGM's solution](#)

1164.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[SATSKY_2025target_LGM's solution](#)

1165.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[SATSKY_2025target_LGM's solution](#)

1166.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[SATSKY_2025target_LGM's solution](#)

1167.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[SATSKY_2025target_LGM's solution](#)

1168.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-27 · last AC: 2024-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[SATSKY_2025target_LGM's solution](#)

1169.

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[SATSKY_2025target_LGM's solution](#)

1170.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[SATSKY_2025target_LGM's solution](#)

1171.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-29 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[SATSKY_2025target_LGM's solution](#)

1172.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[SATSKY_2025target_LGM's solution](#)

1173.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SATSKY_2025target_LGM's solution](#)

1174.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[SATSKY_2025target_LGM's solution](#)

1175.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-30 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[SATSKY_2025target_LGM's solution](#)

1176.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-01 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[SATSKY_2025target_LGM's solution](#)

1177.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

1178.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[SATSKY_2025target_LGM's solution](#)

1179.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[SATSKY_2025target_LGM's solution](#)

1180.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[SATSKY_2025target_LGM's solution](#)

1181.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-04-20 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[SATSKY_2025target_LGM's solution](#)

1182.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-10-09 · last AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[SATSKY_2025target_LGM's solution](#)

1183.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[SATSKY_2025target_LGM's solution](#)

1184.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[SATSKY_2025target_LGM's solution](#)

1185.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[SATSKY_2025target_LGM's solution](#)

1186.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 3100 · first AC: 2025-09-19 · last AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[SATSKY_2025target_LGM's solution](#)

1187.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3100 · first AC: 2025-08-31 · last AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[SATSKY_2025target_LGM's solution](#)

1188.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-08-25 · last AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[SATSKY_2025target_LGM's solution](#)

1189.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · last AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[SATSKY_2025target_LGM's solution](#)

1190.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[SATSKY_2025target_LGM's solution](#)

1191.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[SATSKY_2025target_LGM's solution](#)

1192.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[SATSKY_2025target_LGM's solution](#)

1193.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[SATSKY_2025target_LGM's solution](#)

1194.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[SATSKY_2025target_LGM's solution](#)

1195.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-04 · last AC: 2024-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[SATSKY_2025target_LGM's solution](#)

1196.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[SATSKY_2025target_LGM's solution](#)

1197.

2180F2

[Control Car \(Hard Version\) · Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-03-24 · last AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[SATSKY_2025target_LGM's solution](#)

1198.

2160G2

[Inverse Minimum Partition \(Hard Version\) · Tutorial](#)

Rating: 3200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[SATSKY_2025target_LGM's solution](#)

1199.

2183G

[Snake Instructions · Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[SATSKY_2025target_LGM's solution](#)

1200.

2157H

[Keygen 3 · Tutorial](#)

Quality: 117 global accepts · Rating: 3200 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[SATSKY_2025target_LGM's solution](#)

1201.

2128F

[Strict Triangle · Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[SATSKY_2025target_LGM's solution](#)

1202.

2055F

[Cosmic Divide · Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, hashing, math, strings

[SATSKY_2025target_LGM's solution](#)

1203.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[SATSKY_2025target_LGM's solution](#)

1204.

1286E

[Fedya the Potter Strikes Back · Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[SATSKY_2025target_LGM's solution](#)

1205.

1984G

[Magic Trick II · Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[SATSKY_2025target_LGM's solution](#)

1206.

1344F

[Piet's Palette · Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[SATSKY_2025target_LGM's solution](#)

1207.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[SATSKY_2025target_LGM's solution](#)

1208.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[SATSKY_2025target_LGM's solution](#)

1209.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[SATSKY_2025target_LGM's solution](#)

1210.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[SATSKY_2025target_LGM's solution](#)

1211.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[SATSKY_2025target_LGM's solution](#)

1212.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[SATSKY_2025target_LGM's solution](#)

1213.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[SATSKY_2025target_LGM's solution](#)

1214.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[SATSKY_2025target_LGM's solution](#)

1215.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2026-03-24 · last AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: games

[SATSKY_2025target_LGM's solution](#)

1216.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[SATSKY_2025target_LGM's solution](#)

1217.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[SATSKY_2025target_LGM's solution](#)

1218.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-02 · last AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[SATSKY_2025target_LGM's solution](#)

1219.

2061F2

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

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[SATSKY_2025target_LGM's solution](#)

1220.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-31 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[SATSKY_2025target_LGM's solution](#)

1221.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[SATSKY_2025target_LGM's solution](#)

1222.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[SATSKY_2025target_LGM's solution](#)

1223.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[SATSKY_2025target_LGM's solution](#)

1224.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

1225.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings, trees

[SATSKY_2025target_LGM's solution](#)

1226.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[SATSKY_2025target_LGM's solution](#)

1227.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers

[SATSKY_2025target_LGM's solution](#)

1228.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[SATSKY_2025target_LGM's solution](#)

1229.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[SATSKY_2025target_LGM's solution](#)

1230.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,042 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[SATSKY_2025target_LGM's solution](#)

1231.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,159 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[SATSKY_2025target_LGM's solution](#)

1232.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, number theory

[SATSKY_2025target_LGM's solution](#)

1233.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[SATSKY_2025target_LGM's solution](#)

1234.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[SATSKY_2025target_LGM's solution](#)

1235.

101775F

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1236.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1237.

104095F

[eAm8eUW0](#)

Rating: — · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1238.

104095K

[IPN2oIVPe†N2](#)

Rating: — · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1239.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1240.

103117G

[Hourly Coding Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · last AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1241.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[SATSKY_2025target_LGM's solution](#)

1242.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[SATSKY_2025target_LGM's solution](#)

1243.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[SATSKY_2025target_LGM's solution](#)

1244.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,604 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[SATSKY_2025target_LGM's solution](#)

1245.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[SATSKY_2025target_LGM's solution](#)

1246.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,995 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[SATSKY_2025target_LGM's solution](#)

1247.

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1248.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1249.

105945J

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

Rating: — · first AC: 2026-04-05 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1250.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1251.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1252.

105945B

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

Rating: — · first AC: 2026-04-05 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1253.

105945C

[Cutting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1254.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1255.

105945H

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

Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1256.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1257.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive
[SATSKY_2025target_LGM's solution](#)

1258.

106440I

[Qūsorial](#)

Rating: — · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1259.

106440C

[mTovaQC}](#)

Rating: — · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1260.

106440A

[TÓwialÖ-5](#)

Rating: — · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1261.

106440K

[QñrSU·f](#)

Rating: — · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1262.

106440J

[g·Uorjal|kd](#)

Rating: — · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1263.

106440F

[wTgtXTel](#)

Rating: — · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1264.

106440G

[fufu·NpqrRl](#)

Rating: — · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1265.

106440L

[PPIIIGG · Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1266.

106440H

[k{NjSd}](#)

Rating: — · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1267.

106440E

[Tñutorial](#)

Rating: — · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1268.

106440M

[·@oyh Nāx](#)

Rating: — · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1269.

106440B

[Q&A Serial](#)

Rating: — · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1270.

106353H

[Hasty Haul](#) · Tutorial

Rating: — · first AC: 2026-03-22 · last AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1271.

106353G

[Group Photo](#) · Tutorial

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1272.

106353B

[Bisecting Bargain](#) · Tutorial

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1273.

106353C

[Canal Crossing](#) · Tutorial

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1274.

106353E

[Erratic Lights](#) · Tutorial

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1275.

106353A

[Arcade Crane](#) · Tutorial

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1276.

106353J

[Juggling Keys](#) · Tutorial

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1277.

106353D

[Dreamcatcher](#) · Tutorial

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1278.

106353K

[KIT Finding](#) · Tutorial

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1279.

106353L

[Last Christmas](#) · Tutorial

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1280.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1281.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1282.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1283.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1284.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1285.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1286.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1287.

105112H

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

Rating: — · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1288.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1289.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1290.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · last AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1291.

105487K

[Xiao Kai's Dream of Provincial Scholarship](#) · Tutorial

Rating: — · first AC: 2026-03-06 · last AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1292.

105487J

[Sum of Squares of GCDs](#) · Tutorial

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1293.

105487D

[Excellent Splitting](#) · Tutorial

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1294.

105487I

[String Duplication](#) · Tutorial

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1295.

105487B

[Aho-Corasick Automaton](#) · Tutorial

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1296.

105487F

[Perfect Square](#) · Tutorial

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1297.

105487E

[Centroid Tree](#) · Tutorial

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1298.

105487G

[Increasing Sequence](#) · Tutorial

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1299.

105487L

[Puzzle](#) · Tutorial

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1300.

105487M

[Covering a Tree](#) · Tutorial

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1301.

105487A

[Box](#) · Tutorial

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1302.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1303.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1304.

104651K

[Sequence Shift](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1305.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1306.

104857C

[Cyclic Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1307.

104857A

[SQRT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1308.

104857H

[Computational Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1309.

104857K

[Campus Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1310.

104857L

[Information Spread](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1311.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1312.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1313.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1314.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1315.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1316.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1317.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1318.

104891K

[Understand](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1319.

104891F

[Land Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1320.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1321.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1322.

104891B

[Basic Equation Solving](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1323.

105851J

[Vũ Thuật](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1324.

105851I

[g \ LGM tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1325.

105851G

[Spokele-3/4](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1326.

105851H

[LinkNwér5-dlÕ](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1327.

105851E

[^ enWAP tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1328.

105851C

[x X tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1329.

105851A

[R -d01N2!](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1330.

104901E

[I Just Want... One More... · Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1331.

104901B

[Graph Partitioning 2 · Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1332.

104901M

[Almost Convex · Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1333.

104901K

[Rainbow Subarray · Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1334.

104901G

[Gifts from Knowledge · Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1335.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1336.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1337.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1338.

105163E

[Three Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1339.

105163L

[Badminton](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1340.

105163G

[Grey-like Code](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1341.

105163C

[Monster Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1342.

105163F

[Photography](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1343.

105163J

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1344.

105163D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1345.

105163I

[This is an easy problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1346.

105163K

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1347.

105163B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1348.

105170K

[String Divide II](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1349.

105170A

[Eminor Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1350.

105170H

[Games on the Ads 2: Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1351.

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1352.

105170C

[Fibonacci Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1353.

105170F

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1354.

105170D

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1355.

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1356.

105170E

[Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1357.

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1358.

105170I

[The Easiest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1359.

105231F

[The Ropeways](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1360.

105231E

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

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1361.

105231I

[Neuvillette Circling](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1362.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1363.

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1364.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1365.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1366.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1367.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1368.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1369.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1370.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1371.

105257D

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

Rating: — · first AC: 2025-03-01 · last AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1372.

105257E

[Trade Road](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1373.

105257K

[Lethal Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1374.

105257B

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

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1375.

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1376.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1377.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1378.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1379.

105257G

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

Rating: — · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1380.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1381.

105222D

[L-Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1382.

105222J

[Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1383.

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1384.

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1385.

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1386.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1387.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1388.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1389.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1390.

105222L

[Beef Tripe in Soup Pot?](#) · Tutorial

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1391.

105677M

[Ook? Ook!](#) · Tutorial

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1392.

105677L

[The Charioteer](#) · Tutorial

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1393.

105677K

[Disk Covering](#) · Tutorial

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1394.

105677J

[Recovering the Tablet](#) · Tutorial

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1395.

105677G

[Guess How the Ballet Will End](#) · Tutorial

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1396.

105677I

[Divination](#) · Tutorial

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1397.

105677H

[The king of SWERC](#) · Tutorial

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1398.

105677F

[Yaxchilán Maze](#) · Tutorial

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1399.

105677E

[Building the Fort](#) · Tutorial

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1400.

105677D

[Temple Architecture](#) · Tutorial

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1401.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1402.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1403.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1404.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1405.

104849H

[Cake Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1406.

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1407.

104849F

[Make a Loop](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1408.

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1409.

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1410.

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1411.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1412.

105633J

[Mixing Solutions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1413.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1414.

105255B

[Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1415.

105255K

[Alea lacta Est](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1416.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1417.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1418.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1419.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1420.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1421.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1422.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1423.

105633B

[The Sparsest Number in Between](#) · Tutorial

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1424.

105633A

[Ribbon on the Christmas Present](#) · Tutorial

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1425.

105255F

[Tilting Tiles](#) · Tutorial

Rating: — · first AC: 2024-12-23 · last AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1426.

105255C

[Three Kinds of Dice](#) · Tutorial

Rating: — · first AC: 2024-12-23 · last AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1427.

105255I

[Waterworld](#) · Tutorial

Rating: — · first AC: 2024-12-22 · last AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1428.

105255G

[Turning Red](#) · Tutorial

Rating: — · first AC: 2024-12-22 · last AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1429.

105255D

[Carl's Vacation](#) · Tutorial

Rating: — · first AC: 2024-12-22 · last AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1430.

105255A

[Riddle of the Sphinx](#) · Tutorial

Rating: — · first AC: 2024-12-22 · last AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1431.

105255H

[Jet Lag](#) · Tutorial

Rating: — · first AC: 2024-12-22 · last AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1432.

105588D

[Dolls](#) · Tutorial

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1433.

105588E

[Extracting Weights](#) · Tutorial

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1434.

105588B

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · last AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1435.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1436.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1437.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1438.

105588M

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

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1439.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1440.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1441.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1442.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1443.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1444.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1445.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1446.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1447.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1448.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1449.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1450.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1451.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1452.

105562A

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

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1453.

105578G

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

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1454.

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1455.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1456.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1457.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1458.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1459.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1460.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1461.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1462.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1463.

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1464.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1465.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1466.

105465B

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

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1467.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1468.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1469.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1470.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1471.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1472.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1473.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1474.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1475.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1476.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1477.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1478.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1479.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1480.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1481.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1482.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1483.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1484.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1485.

104813D

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

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1486.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1487.

104813H

[Energy Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1488.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1489.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1490.

104813F

[Palindrome Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1491.

104813C

[Karshilov's Matching Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1492.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1493.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1494.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1495.

103446L

[Three.Three.Three](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1496.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1497.

103446J

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

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1498.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1499.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1500.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1501.

103446B

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

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1502.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1503.

103446D

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

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1504.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1505.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1506.

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1507.

104869H

[Line Graph Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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1508.

104869B

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

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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1509.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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1510.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1511.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1512.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1513.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1514.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1515.

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1516.

102361L

[MUV LUV ALTERNATIVE](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1517.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1518.

102361G

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

Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1519.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1520.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1521.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1522.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1523.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1524.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1525.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1526.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1527.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1528.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1529.

103409D

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

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1530.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1531.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1532.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1533.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1534.

104821E

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

Rating: — · first AC: 2024-09-30 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1535.

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1536.

105358H

[Points Selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1537.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1538.

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1539.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1540.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1541.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1542.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1543.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1544.

105358A

[Gambling on Choosing Regionals](#) · Tutorial

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1545.

105358C

[Prefix of Suffixes](#) · Tutorial

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1546.

103329K

[Array](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1547.

103329J

[Game](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1548.

103329I

[Typing Contest](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1549.

103329H

[Command and Conquer: Red Alert 2](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1550.

103329G

[Power Station of Art](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1551.

103329F

[The Struggle](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1552.

103329E

[Median](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1553.

103329D

[Decomposition](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1554.

103329C

[0 Tree](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1555.

103329B

[Might and Magic](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1556.

103329A

[Yes, Prime Minister](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1557.

105310J

[Cereal Grids III \(Hard Version\)](#) · Tutorial

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1558.

102770L

[List of Products](#) · Tutorial

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1559.

105336C

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1560.

105336A

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1561.

105336B

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1562.

105336D

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1563.

105336E

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1564.

105336F

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1565.

105336G

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1566.

105336L

[Circular](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1567.

105336K

[Sieve](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1568.

105336J

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1569.

105336I

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1570.

105336H

[Sieve](#)

Rating: — · first AC: 2024-09-11 · last AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1571.

105216A

[Another Problem About Maximum in Range](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1572.

104768D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1573.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1574.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1575.

104787H

[Quake and Rebuild](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1576.

104787B

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

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1577.

104787E

[Coloring Tape](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1578.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1579.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1580.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1581.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1582.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1583.

104768G

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

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1584.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1585.

104787K

[Make SYSU Great Again II](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1586.

104787L

[Yet Another Maximize Permutation Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1587.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · last AC: 2024-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1588.

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1589.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2024-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1590.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2024-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1591.

104787D

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

Rating: — · first AC: 2023-11-29 · last AC: 2024-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1592.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2024-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1593.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2024-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1594.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2024-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1595.

104639B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1596.

104639H

[Range Periodicity Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1597.

104639E

[Magical Pair](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1598.

104639F

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1599.

104639K

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

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1600.

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1601.

104639I

[Pa?sWorD](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1602.

104639J

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

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1603.

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1604.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1605.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1606.

104651H

[Hurricane](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1607.

104651B

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

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1608.

104651F

[Flying Ship Story](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1609.

104651G

[GCD of Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1610.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1611.

104651J

[Find the Gap](#) · [Tutorial](#)

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1612.

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1613.

104651A

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1614.

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1615.

104095H

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1616.

103688L

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105161H

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1622.

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105161E

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1625.

105161K

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1626.

105161F

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1627.

105143J

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1628.

105143G

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1629.

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Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
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1630.

105143M

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1631.

105143E

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Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
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1632.

105143D

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Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1633.

105143F

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1634.

105143B

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1635.

105143K

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1636.

105143I

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Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1637.

105158I

[378QAQ TOEWS&N2](#)

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1638.

103486G

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1639.

103941D

[Mocha N Ncrlf](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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1640.

103941I

[Oshwiciqwq v, U5h1a](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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1641.

103941C

[Serval v, T0Sw\(ThH](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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1642.

103941B

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1643.

103941K

[YTQyep](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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1644.

103941H

[eEtt4a](#)

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1645.

103941G

[Mocha N Tstldf](#)

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1646.

103941J

[Mex Tree · Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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1647.

103941F

[-AIONKTOE](#)

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1648.

103941E

[Serval v. DóSa](#)

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1649.

103941A

[Mocha N Tstldf](#)

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1650.

104611C

[\[en\] oriaü](#)

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1651.

103118L

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1652.

104363K

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1653.

104363B

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1654.

104363C

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1655.

104363G

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Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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1656.

104363I

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Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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1657.

104363E

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1658.

104363F

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1659.

104363A

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1660.

103118A

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1661.

103118F

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1662.

103118B

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Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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1663.

103118C

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Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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1664.

103118D

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1665.

103118M

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1666.

103118H

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1667.

103118G

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1668.

103687E

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1669.

103687J

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1670.

103687F

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1671.

103687I

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1672.

103687M

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1673.

103687G

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1674.

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1675.

103687L

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1676.

103687C

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1677.

103687B

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1678.

104925E

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1679.

104925H

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1680.

104925D

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1681.

104925C

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1682.

104925G

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1683.

104925I

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1684.

104925B

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1685.

102431E

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1686.

102431B

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1687.

102431I

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1688.

102431K

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1689.

102431L

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1690.

102431A

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1691.

104872C

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1692.

104872D

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104872H

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1696.

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1697.

104872E

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1698.

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1699.

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1701.

104872M

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1702.

104872A

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Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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1703.

104355O

[Tutorial](#)

Rating: — · first AC: 2024-03-15 · last AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

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1704.

104741H

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Rating: — · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

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1705.

104355J

[Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1706.

104355L

[Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1707.

104355K

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Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1708.

104355N

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1709.

104355M

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Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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104355G

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104355F

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104355D

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104355B

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Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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104355A

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104355C

[YTutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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104741J

[URoleb](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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104741D

[RRoleb](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1720.

104741F

[Tutorial](#) · [P;](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1721.

104741C

[Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1722.

104741B

[Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1723.

104741L

[Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1724.

104741A

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1725.

104741I

[Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1726.

104741E

[Tutorial](#) · [P;](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1727.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1728.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1729.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1730.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1731.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · Tutorial

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1732.

104757F

[Double Up](#) · Tutorial

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1733.

104757D

[Cornhusker](#) · Tutorial

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1734.

104757A

[A Pivotal Question](#) · Tutorial

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1735.

103102F

[Fence Job](#) · Tutorial

Rating: — · first AC: 2024-01-30 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1736.

103102D

[Disk Sort](#) · Tutorial

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1737.

103102L

[Neo-Robin Hood](#) · Tutorial

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1738.

103102I

[Modulo Permutations](#) · Tutorial

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1739.

103102E

[Divisible by 3](#) · Tutorial

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1740.

103102M

[Mistake](#) · Tutorial

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1741.

104945M

[In-order](#) · Tutorial

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1742.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1743.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1744.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1745.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1746.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1747.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1748.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1749.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1750.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1751.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1752.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1753.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1754.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1755.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1756.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1757.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1758.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1759.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1760.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1761.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1762.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1763.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1764.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1765.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1766.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1767.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1768.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1769.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1770.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1771.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1772.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1773.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1774.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1775.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1776.

104064B

[Boredom Buster](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1777.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1778.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1779.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1780.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1781.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1782.

104064G

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

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1783.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2024-02-04 · last AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[SATSKY_2025target_LGM's solution](#)

1784.

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1785.

104886D

[GCD Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1786.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1787.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1788.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1789.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1790.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1791.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1792.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1793.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1794.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1795.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1796.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1797.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1798.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1799.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1800.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1801.

102021G

[GPS](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1802.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1803.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1804.

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1805.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1806.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1807.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1808.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1809.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1810.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1811.

104059C

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

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1812.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1813.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1814.

104466H

[Highway Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1815.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1816.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1817.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1818.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1819.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1820.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1821.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1822.

101775G

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1823.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1824.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1825.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1826.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1827.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1828.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1829.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1830.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1831.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1832.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1833.

102471B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1834.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1835.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1836.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1837.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1838.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1839.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1840.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1841.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1842.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1843.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1844.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1845.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1846.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1847.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1848.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1849.

103729H

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

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1850.

103729C

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

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1851.

103729J

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

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1852.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1853.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1854.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1855.

103729B

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

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1856.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1857.

104369G

[Swapping Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1858.

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1859.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1860.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1861.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1862.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1863.

104369I

[Path Planning](#) · Tutorial

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1864.

104369B

[Base Station Construction](#) · Tutorial

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1865.

104369K

[Peg Solitaire](#) · Tutorial

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1866.

104369D

[New Houses](#) · Tutorial

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1867.

104369C

[Trading](#) · Tutorial

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1868.

104369A

[Programming Contest](#) · Tutorial

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1869.

104076B

[Torch](#) · Tutorial

Rating: — · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1870.

104076J

[Skills](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1871.

104076H

[Set of Intervals](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1872.

104076C

[DFS Order 2](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1873.

104076G

[Quick Sort](#) · Tutorial

Rating: — · first AC: 2023-09-21 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1874.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1875.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1876.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1877.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1878.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1879.

104172D

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

Rating: — · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1880.

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1881.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1882.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1883.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1884.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY](#) [2025target](#) [LGM's solution](#)

1885.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1886.

104172L

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

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1887.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1888.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1889.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1890.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1891.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1892.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1893.

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1894.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1895.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1907.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)**1908.**

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)**1909.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)**1910.**

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)**1911.**

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)**1912.**

104725J

[Why is \$\sqrt{2} \cdot \sqrt{2} = 2\$?](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)**1913.**

104725E

[ISBN NPW](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)**1914.**

104725B

[Equidistant](#)

Rating: — · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)**1915.**

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)**1916.**

102411D

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

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)**1917.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · last AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1918.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1919.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1920.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1921.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1922.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1923.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1924.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1925.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1926.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1927.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1928.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1929.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1930.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1931.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1932.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1933.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1934.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1935.

104160A

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

Rating: — · first AC: 2023-10-11 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1936.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1937.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1938.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1939.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1940.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1941.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1942.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1943.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1944.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1945.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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1946.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1947.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1948.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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1949.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1950.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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1951.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1952.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1953.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1954.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1955.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1956.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1957.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1958.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1959.

104128I

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

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1960.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1961.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1962.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1963.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1964.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1965.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1966.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1967.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1968.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1969.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1970.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1971.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1972.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1973.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1974.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1975.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1976.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1977.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1978.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1979.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1980.

104081A

[Qienja](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1981.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1982.

104081C

[mKtjifal](#)

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1983.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1984.

104023J

[Eat, Sleep, Repeat](#) · Tutorial

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1985.

104008C

[Array Concatenation](#) · Tutorial

Rating: — · first AC: 2023-05-11 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1986.

104023G

[Grade 2](#) · Tutorial

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1987.

104008M

[Youth Finale](#) · Tutorial

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1988.

104023A

[Dunai](#) · Tutorial

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1989.

104008A

[Lily](#) · Tutorial

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1990.

104023E

[Python Will be Faster than C++](#) · Tutorial

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1991.

104337I

[Step](#) · Tutorial

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1992.

104337F

[Inverse Manacher](#) · Tutorial

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1993.

104337H

[Binary Crazyiness](#) · Tutorial

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1994.

104337K

[Dice Game](#) · Tutorial

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

1995.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1996.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1997.

104337M

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

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1998.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

1999.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2000.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2001.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2002.

104095I

[Y*U*o*pp](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2003.

104095C

[b Tuteffle°-Æ~Ó•è-](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2004.

104095J

[NÖE•ÜR6N 0 ^se'1TCE](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2005.

104095E

[Sñetová!](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2006.

104095A

[SITZ](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

2007.

102770C

[Crossword Validation](#) · Tutorial

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

2008.

102770B

[Bin Packing Problem](#) · Tutorial

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

2009.

102770I

[Invoking the Magic](#) · Tutorial

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

2010.

102770A

[AD 2020](#) · Tutorial

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

2011.

102770K

[Killing the Brute-force](#) · Tutorial

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

2012.

104197D

[Distance Parities](#) · Tutorial

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

2013.

104197F

[F*** 3-Colorable Graphs](#) · Tutorial

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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2014.

104197I

[Increasing Grid](#) · Tutorial

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

2015.

104197K

[King of Swapping](#) · Tutorial

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

2016.

104197E

[Excellent XOR Problem](#) · Tutorial

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[SATSKY_2025target_LGM's solution](#)

2017.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2018.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2019.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2020.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2021.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2022.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2023.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2024.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2025.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2026.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2027.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)

2028.

104196J

[Recycling](#) · [Tutorial](#)Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)**2029.**

104196G

[Noonerized Spumbers](#) · [Tutorial](#)Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)**2030.**

104196A

[1s For All](#) · [Tutorial](#)Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)**2031.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)Rating: — · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)**2032.**

104114G

[Gears](#) · [Tutorial](#)Rating: — · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)**2033.**

104114H

[Hanoi](#) · [Tutorial](#)Rating: — · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)**2034.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)Rating: — · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)**2035.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)Rating: — · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[SATSKY_2025target_LGM's solution](#)