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Unique solved — Sanae

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

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Count: 1,226

- 1.**
2217A
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- 2.**
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- 3.**
2211A
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- 4.**
2208A
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- 5.**
2205B
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- 6.**
2205A
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Quality: 17,316 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
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- 7.**
2203A
[Towers of Boxes](#) · [Tutorial](#)
Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: math
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- 8.**
2194A
[Lawn Mower](#) · [Tutorial](#)
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- 9.**
2189A
[Table with Numbers](#) · [Tutorial](#)
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10.

2183A

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11.

1194A

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12.

1167A

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13.

2178A

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14.

2180B

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15.

2180A

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16.

2176A

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17.

2173A

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18.

2170A

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19.

2158A

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20.

1809A

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21.

2157A

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22.

2164A

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2161A

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24.

2156A

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25.

2154A

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26.

1948A

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27.

2155A

[El fucho](#) · [Tutorial](#)

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28.

2153B

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29.

2153A

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30.

2145A

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31.

2152A

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32.

2146A

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33.

2147A

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

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34.

2144A

[Cut the Array](#) · [Tutorial](#)

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35.

2134A

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36.

2127A

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37.

2122A

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38.

2124A

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39.

2120A

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40.

1919B

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41.

1919A

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42.

2096A

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43.

2086A

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44.

2084A

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45.

2059A

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46.

2062A

[String](#) · [Tutorial](#)

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47.

1863A

[Channel](#) · [Tutorial](#)

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48.

1864A

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

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49.

1975A

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

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50.

1984A

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

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51.

2035A

[Sliding](#) · [Tutorial](#)

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[Sanae's solution](#)

52.

2063A

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53.

2061A

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

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[Sanae's solution](#)

54.

2049A

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55.

2056A

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56.

2053A

[Tender Carpenter](#) · [Tutorial](#)

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57.

2043A

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58.

2048A

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59.

2040A

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60.

2047A

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61.

2034A

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62.

2039A

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63.

2029A

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64.

1491A

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65.

2024A

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66.

2030B

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67.

2030A

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68.

1920A

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69.

2025A

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70.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

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71.

1525A

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72.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

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73.

2019A

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74.

1832A

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75.

1837A

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76.

1615A

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77.

1998A

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78.

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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79.

2003B

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

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80.

2003A

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81.

2007A

[Dora's Set](#) · [Tutorial](#)

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82.

2004A

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Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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83.

1993A

[Question Marks](#) · [Tutorial](#)

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84.

1991A

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

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85.

1994A

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86.

1982A

[Soccer](#) · [Tutorial](#)

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87.

1978B

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88.

1978A

[Alice and Books](#) · [Tutorial](#)

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89.

1985A

[Creating Words](#) · [Tutorial](#)

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[Sanae's solution](#)

90.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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91.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

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92.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

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93.

1972A

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94.

1969A

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95.

1877A

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96.

1957A

[Stickogon](#) · [Tutorial](#)

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97.

1956B

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

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98.

1956A

[Nene's Game](#) · [Tutorial](#)

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[Sanae's solution](#)

99.

1942A

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[Sanae's solution](#)

100.

1950C

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101.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sanae's solution](#)

102.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,460 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sanae's solution](#)

103.

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Sanae's solution](#)

104.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Sanae's solution](#)

105.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Sanae's solution](#)

106.

1933B

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

Quality: 36,276 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Sanae's solution](#)

107.

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Sanae's solution](#)

108.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Sanae's solution](#)

109.

1923A

[Moving Chips](#) · [Tutorial](#)

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

[Sanae's solution](#)

110.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Sanae's solution](#)

111.

1926A

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

Quality: 62,213 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sanae's solution](#)

112.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Sanae's solution](#)

113.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sanae's solution](#)

114.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sanae's solution](#)

115.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Sanae's solution](#)

116.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Sanae's solution](#)

117.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sanae's solution](#)

118.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sanae's solution](#)

119.

2210B

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

Quality: 17,573 global accepts · Rating: 900 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Sanae's solution](#)

120.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Sanae's solution](#)

121.

1175A

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

Quality: 19,767 global accepts · Rating: 900 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sanae's solution](#)

122.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Sanae's solution](#)

123.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sanae's solution](#)

124.

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

[Sanae's solution](#)

125.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sanae's solution](#)

126.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

127.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[Sanae's solution](#)

128.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Sanae's solution](#)

129.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Sanae's solution](#)

130.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

131.

1837B

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

Quality: 50,123 global accepts · Rating: 900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Sanae's solution](#)

132.

2005A

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

Quality: 26,250 global accepts · Rating: 900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Sanae's solution](#)

133.

2007B

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

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Sanae's solution](#)

134.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Sanae's solution](#)

135.

1988B

[Make Majority](#) · [Tutorial](#)

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

[Sanae's solution](#)

136.

1988A

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

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

[Sanae's solution](#)

137.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games

[Sanae's solution](#)

138.

1875A

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

Quality: 47,030 global accepts · Rating: 900 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sanae's solution](#)

139.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sanae's solution](#)

140.

2217B

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

Quality: 16,092 global accepts · Rating: 1000 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sanae's solution](#)

141.

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Sanae's solution](#)

142.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Sanae's solution](#)

143.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[Sanae's solution](#)

144.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Sanae's solution](#)

145.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Sanae's solution](#)

146.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Sanae's solution](#)

147.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

148.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sanae's solution](#)

149.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Sanae's solution](#)

150.

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

151.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Sanae's solution](#)

152.

2120B

[Square Pool](#) · [Tutorial](#)

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

[Sanae's solution](#)

153.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Sanae's solution](#)

154.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sanae's solution](#)

155.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Sanae's solution](#)

156.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Sanae's solution](#)

157.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

158.

2005B1

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

Quality: 24,752 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Sanae's solution](#)

159.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sanae's solution](#)

160.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Sanae's solution](#)

161.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Sanae's solution](#)

162.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Sanae's solution](#)

163.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

164.

1877B

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

Rating: 1000 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Sanae's solution](#)

165.

1930B

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

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

[Sanae's solution](#)

166.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Sanae's solution](#)

167.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,307 global accepts · Rating: 1000 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sanae's solution](#)

168.

2211B

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

Quality: 11,651 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Sanae's solution](#)

169.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Sanae's solution](#)

170.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

171.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Sanae's solution](#)

172.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Sanae's solution](#)

173.

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Sanae's solution](#)

174.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sanae's solution](#)

175.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sanae's solution](#)

176.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Sanae's solution](#)

177.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Sanae's solution](#)

178.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Sanae's solution](#)

179.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Sanae's solution](#)

180.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sanae's solution](#)

181.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Sanae's solution](#)

182.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Sanae's solution](#)

183.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sanae's solution](#)

184.

2063B

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

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

[Sanae's solution](#)

185.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Sanae's solution](#)

186.

2043B

[Digits](#) · [Tutorial](#)

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

[Sanae's solution](#)

187.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Sanae's solution](#)

188.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[Sanae's solution](#)

189.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[Sanae's solution](#)

190.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Sanae's solution](#)

191.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

192.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings, two pointers

[Sanae's solution](#)

193.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Sanae's solution](#)

194.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

195.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sanae's solution](#)

196.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Sanae's solution](#)

197.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Sanae's solution](#)

198.

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Sanae's solution](#)

199.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sanae's solution](#)

200.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Sanae's solution](#)

201.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sanae's solution](#)

202.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Sanae's solution](#)

203.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Sanae's solution](#)

204.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Sanae's solution](#)

205.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Sanae's solution](#)

206.

2210C1

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

Quality: 12,827 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Sanae's solution](#)

207.

2196A

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

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Sanae's solution](#)

208.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sanae's solution](#)

209.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Sanae's solution](#)

210.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Sanae's solution](#)

211.

2174A

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

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Sanae's solution](#)

212.

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sanae's solution](#)

213.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sanae's solution](#)

214.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Sanae's solution](#)

215.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,691 global accepts · Rating: 1200 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Sanae's solution](#)

216.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,881 global accepts · Rating: 1200 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sanae's solution](#)

217.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Sanae's solution](#)

218.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Sanae's solution](#)

219.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Sanae's solution](#)

220.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Sanae's solution](#)

221.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Sanae's solution](#)

222.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Sanae's solution](#)

223.

2046A

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

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Sanae's solution](#)

224.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Sanae's solution](#)

225.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Sanae's solution](#)

226.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Sanae's solution](#)

227.

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sanae's solution](#)

228.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sanae's solution](#)

229.

2005B2

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

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Sanae's solution](#)

230.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Sanae's solution](#)

231.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Sanae's solution](#)

232.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Sanae's solution](#)

233.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Sanae's solution](#)

234.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Sanae's solution](#)

235.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sanae's solution](#)

236.

1875B

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

Rating: 1200 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sanae's solution](#)

237.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[Sanae's solution](#)

238.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Sanae's solution](#)

239.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Sanae's solution](#)

240.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Sanae's solution](#)

241.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Sanae's solution](#)

242.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Sanae's solution](#)

243.

2211C1

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

Quality: 9,126 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Sanae's solution](#)

244.

2208C

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

Quality: 11,113 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Sanae's solution](#)

245.

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Sanae's solution](#)

246.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Sanae's solution](#)

247.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Sanae's solution](#)

248.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Sanae's solution](#)

249.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Sanae's solution](#)

250.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Sanae's solution](#)

251.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, strings

[Sanae's solution](#)

252.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Sanae's solution](#)

253.

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Sanae's solution](#)

254.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Sanae's solution](#)

255.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[Sanae's solution](#)

256.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[Sanae's solution](#)

257.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Sanae's solution](#)

258.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[Sanae's solution](#)

259.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

260.

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Sanae's solution](#)

261.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Sanae's solution](#)

262.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sanae's solution](#)

263.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Sanae's solution](#)

264.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Sanae's solution](#)

265.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Sanae's solution](#)

266.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Sanae's solution](#)

267.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sanae's solution](#)

268.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Sanae's solution](#)

269.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Sanae's solution](#)

270.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Sanae's solution](#)

271.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Sanae's solution](#)

272.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sanae's solution](#)

273.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Sanae's solution](#)

274.

2024C

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

Rating: 1300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sanae's solution](#)

275.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Sanae's solution](#)

276.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Sanae's solution](#)

277.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

278.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Sanae's solution](#)

279.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sanae's solution](#)

280.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sanae's solution](#)

281.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Sanae's solution](#)

282.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Sanae's solution](#)

283.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Sanae's solution](#)

284.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Sanae's solution](#)

285.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Sanae's solution](#)

286.

1926D

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

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Sanae's solution](#)

287.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Sanae's solution](#)

288.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Sanae's solution](#)

289.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Sanae's solution](#)

290.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Sanae's solution](#)

291.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Sanae's solution](#)

292.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[Sanae's solution](#)

293.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sanae's solution](#)

294.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Sanae's solution](#)

295.

2156C

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

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Sanae's solution](#)

296.

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Sanae's solution](#)

297.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Sanae's solution](#)

298.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Sanae's solution](#)

299.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Sanae's solution](#)

300.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Sanae's solution](#)

301.

1887A1

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

Rating: 1400 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Sanae's solution](#)

302.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sanae's solution](#)

303.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Sanae's solution](#)

304.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Sanae's solution](#)

305.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Sanae's solution](#)

306.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · last AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Sanae's solution](#)

307.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

308.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Sanae's solution](#)

309.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Sanae's solution](#)

310.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

311.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sanae's solution](#)

312.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sanae's solution](#)

313.

1972C

[Permutation Counting · Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Sanae's solution](#)

314.

1875C

[Jellyfish and Green Apple · Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Sanae's solution](#)

315.

1951C

[Ticket Hoarding · Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sanae's solution](#)

316.

1932D

[Card Game · Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Sanae's solution](#)

317.

1932C

[LR-remainders · Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Sanae's solution](#)

318.

1923C

[Find B · Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

319.

1929C

[Sasha and the Casino · Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Sanae's solution](#)

320.

1931E

[Anna and the Valentine's Day Gift · Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Sanae's solution](#)

321.

2205C

[Simons and Posting Blogs · Tutorial](#)

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

[Sanae's solution](#)

322.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[Sanae's solution](#)

323.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Sanae's solution](#)

324.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Sanae's solution](#)

325.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

326.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sanae's solution](#)

327.

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Sanae's solution](#)

328.

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Sanae's solution](#)

329.

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Sanae's solution](#)

330.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Sanae's solution](#)

331.

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Sanae's solution](#)

332.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Sanae's solution](#)

333.

1817A

[Almost Increasing Subsequence · Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Sanae's solution](#)

334.

2077A

[Breach of Faith · Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sanae's solution](#)

335.

2069C

[Beautiful Sequence · Tutorial](#)

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Sanae's solution](#)

336.

2049C

[MEX Cycle · Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Sanae's solution](#)

337.

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Sanae's solution](#)

338.

2026C

[Action Figures · Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Sanae's solution](#)

339.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sanae's solution](#)

340.

2007C

[Dora and C++ · Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Sanae's solution](#)

341.

1877D

[Effects of Anti Pimples · Tutorial](#)

Rating: 1500 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[Sanae's solution](#)

342.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Sanae's solution](#)

343.

1933E

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

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Sanae's solution](#)

344.

1926E

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

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Sanae's solution](#)

345.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[Sanae's solution](#)

346.

2196B

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

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[Sanae's solution](#)

347.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sanae's solution](#)

348.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Sanae's solution](#)

349.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, implementation

[Sanae's solution](#)

350.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Sanae's solution](#)

351.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Sanae's solution](#)

352.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Sanae's solution](#)

353.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Sanae's solution](#)

354.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Sanae's solution](#)

355.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Sanae's solution](#)

356.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Sanae's solution](#)

357.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Sanae's solution](#)

358.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, sortings

[Sanae's solution](#)

359.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Sanae's solution](#)

360.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Sanae's solution](#)

361.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Sanae's solution](#)

362.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Sanae's solution](#)

363.

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Sanae's solution](#)

364.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Sanae's solution](#)

365.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Sanae's solution](#)

366.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Sanae's solution](#)

367.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Sanae's solution](#)

368.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Sanae's solution](#)

369.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, math

[Sanae's solution](#)

370.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Sanae's solution](#)

371.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[Sanae's solution](#)

372.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Sanae's solution](#)

373.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

374.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sanae's solution](#)

375.

1956C

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

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sanae's solution](#)

376.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Sanae's solution](#)

377.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Sanae's solution](#)

378.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Sanae's solution](#)

379.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[Sanae's solution](#)

380.

2205D

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

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Sanae's solution](#)

381.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[Sanae's solution](#)

382.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Sanae's solution](#)

383.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Sanae's solution](#)

384.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Sanae's solution](#)

385.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sanae's solution](#)

386.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Sanae's solution](#)

387.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[Sanae's solution](#)

388.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Sanae's solution](#)

389.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Sanae's solution](#)

390.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Sanae's solution](#)

391.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Sanae's solution](#)

392.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

geometry, greedy, math, sortings

[Sanae's solution](#)

393.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Sanae's solution](#)

394.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Sanae's solution](#)

395.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Sanae's solution](#)

396.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Sanae's solution](#)

397.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Sanae's solution](#)

398.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Sanae's solution](#)

399.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Sanae's solution](#)

400.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Sanae's solution](#)

401.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Sanae's solution](#)

402.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Sanae's solution](#)

403.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Sanae's solution](#)

404.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Sanae's solution](#)

405.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sanae's solution](#)

406.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Sanae's solution](#)

407.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Sanae's solution](#)

408.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[Sanae's solution](#)

409.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Sanae's solution](#)

410.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[Sanae's solution](#)

411.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[Sanae's solution](#)

412.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Sanae's solution](#)

413.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sanae's solution](#)

414.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Sanae's solution](#)

415.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Sanae's solution](#)

416.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Sanae's solution](#)

417.

1937C

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

Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Sanae's solution](#)

418.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Sanae's solution](#)

419.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Sanae's solution](#)

420.

2211C2

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

Quality: 3,683 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[Sanae's solution](#)

421.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Sanae's solution](#)

422.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-02-19 · last AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Sanae's solution](#)

423.

2196C1

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

Quality: 3,596 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

[Sanae's solution](#)

424.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Sanae's solution](#)

425.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sanae's solution](#)

426.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Sanae's solution](#)

427.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sanae's solution](#)

428.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Sanae's solution](#)

429.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Sanae's solution](#)

430.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Sanae's solution](#)

431.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Sanae's solution](#)

432.

2145D

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

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Sanae's solution](#)

433.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Sanae's solution](#)

434.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Sanae's solution](#)

435.

2127D

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

Quality: 6,201 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Sanae's solution](#)

436.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Sanae's solution](#)

437.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Sanae's solution](#)

438.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Sanae's solution](#)

439.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[Sanae's solution](#)

440.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Sanae's solution](#)

441.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Sanae's solution](#)

442.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Sanae's solution](#)

443.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Sanae's solution](#)

444.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Sanae's solution](#)

445.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Sanae's solution](#)

446.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Sanae's solution](#)

447.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Sanae's solution](#)

448.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Sanae's solution](#)

449.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[Sanae's solution](#)

450.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-15 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Sanae's solution](#)

451.

2007E

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

Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[Sanae's solution](#)

452.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Sanae's solution](#)

453.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Sanae's solution](#)

454.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Sanae's solution](#)

455.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Sanae's solution](#)

456.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Sanae's solution](#)

457.

2217D

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

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Sanae's solution](#)

458.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[Sanae's solution](#)

459.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Sanae's solution](#)

460.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[Sanae's solution](#)

461.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Sanae's solution](#)

462.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Sanae's solution](#)

463.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Sanae's solution](#)

464.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Sanae's solution](#)

465.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Sanae's solution](#)

466.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Sanae's solution](#)

467.

2156D

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

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sanae's solution](#)

468.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Sanae's solution](#)

469.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Sanae's solution](#)

470.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Sanae's solution](#)

471.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sanae's solution](#)

472.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, math

[Sanae's solution](#)

473.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths

[Sanae's solution](#)

474.

1887A2

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

Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Sanae's solution](#)

475.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Sanae's solution](#)

476.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Sanae's solution](#)

477.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Sanae's solution](#)

478.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Sanae's solution](#)

479.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Sanae's solution](#)

480.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Sanae's solution](#)

481.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Sanae's solution](#)

482.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · last AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Sanae's solution](#)

483.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Sanae's solution](#)

484.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Sanae's solution](#)

485.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Sanae's solution](#)

486.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Sanae's solution](#)

487.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Sanae's solution](#)

488.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Sanae's solution](#)

489.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Sanae's solution](#)

490.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Sanae's solution](#)

491.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Sanae's solution](#)

492.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Sanae's solution](#)

493.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Sanae's solution](#)

494.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Sanae's solution](#)

495.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[Sanae's solution](#)

496.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Sanae's solution](#)

497.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Sanae's solution](#)

498.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Sanae's solution](#)

499.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[Sanae's solution](#)

500.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Sanae's solution](#)

501.

1929D

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

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

[Sanae's solution](#)

502.

2217E

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

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Sanae's solution](#)

503.

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[Sanae's solution](#)

504.

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

[Sanae's solution](#)

505.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[Sanae's solution](#)

506.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Sanae's solution](#)

507.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Sanae's solution](#)

508.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Sanae's solution](#)

509.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Sanae's solution](#)

510.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Sanae's solution](#)

511.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Sanae's solution](#)

512.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sanae's solution](#)

513.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Sanae's solution](#)

514.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Sanae's solution](#)

515.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Sanae's solution](#)

516.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Sanae's solution](#)

517.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, two pointers

[Sanae's solution](#)

518.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Sanae's solution](#)

519.

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

[Sanae's solution](#)

520.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2025-01-24 · last AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Sanae's solution](#)

521.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Sanae's solution](#)

522.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Sanae's solution](#)

523.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Sanae's solution](#)

524.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2024-10-12 · last AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Sanae's solution](#)

525.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Sanae's solution](#)

526.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Sanae's solution](#)

527.

1988D

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

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Sanae's solution](#)

528.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Sanae's solution](#)

529.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[Sanae's solution](#)

530.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Sanae's solution](#)

531.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Sanae's solution](#)

532.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Sanae's solution](#)

533.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Sanae's solution](#)

534.

2210D

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

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[Sanae's solution](#)

535.

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[Sanae's solution](#)

536.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Sanae's solution](#)

537.

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Sanae's solution](#)

538.

2183D2

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

Quality: 2,499 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

[Sanae's solution](#)

539.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,285 global accepts · Rating: 2100 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Sanae's solution](#)

540.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Sanae's solution](#)

541.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Sanae's solution](#)

542.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Sanae's solution](#)

543.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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544.

2145E

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Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

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545.

2152E

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Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

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546.

2150C

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Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Sanae's solution](#)

547.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Sanae's solution](#)

548.

2127E

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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

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549.

2124E

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Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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550.

1919D

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Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Sanae's solution](#)

551.

2115B

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

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, dfs and similar, dp, graphs, greedy, trees

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552.

1924B

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Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

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553.

1240C

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Rating: 2100 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[Sanae's solution](#)

554.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Sanae's solution](#)

555.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Sanae's solution](#)

556.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Sanae's solution](#)

557.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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558.

2040E

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Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Sanae's solution](#)

559.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Sanae's solution](#)

560.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Sanae's solution](#)

561.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Sanae's solution](#)

562.

1832D1

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math

[Sanae's solution](#)

563.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Sanae's solution](#)

564.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Sanae's solution](#)

565.

2004E

[Not a Nim Problem · Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Sanae's solution](#)

566.

1364D

[Ehab's Last Corollary · Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Sanae's solution](#)

567.

1877E

[Autosynthesis · Tutorial](#)

Rating: 2100 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Sanae's solution](#)

568.

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Sanae's solution](#)

569.

1933F

[Turtle Mission: Robot and the Earthquake · Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Sanae's solution](#)

570.

1207F

[Remainder Problem · Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Sanae's solution](#)

571.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Sanae's solution](#)

572.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Sanae's solution](#)

573.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Sanae's solution](#)

574.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Sanae's solution](#)

575.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Sanae's solution](#)

576.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Sanae's solution](#)

577.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Sanae's solution](#)

578.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Sanae's solution](#)

579.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sanae's solution](#)

580.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

interactive, probabilities, sortings

[Sanae's solution](#)

581.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Sanae's solution](#)

582.

2156F1

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

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Sanae's solution](#)

583.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Sanae's solution](#)

584.

2144E1

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

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Sanae's solution](#)

585.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Sanae's solution](#)

586.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Sanae's solution](#)

587.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[Sanae's solution](#)

588.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Sanae's solution](#)

589.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Sanae's solution](#)

590.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[Sanae's solution](#)

591.

1407D

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

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Sanae's solution](#)

592.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Sanae's solution](#)

593.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Sanae's solution](#)

594.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Sanae's solution](#)

595.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Sanae's solution](#)

596.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Sanae's solution](#)

597.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Sanae's solution](#)

598.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Sanae's solution](#)

599.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Sanae's solution](#)

600.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, trees

[Sanae's solution](#)

601.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Sanae's solution](#)

602.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Sanae's solution](#)

603.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Sanae's solution](#)

604.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Sanae's solution](#)

605.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Sanae's solution](#)

606.

1972D2

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

Rating: 2200 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sanae's solution](#)

607.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Sanae's solution](#)

608.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Sanae's solution](#)

609.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,094 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Sanae's solution](#)

610.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Sanae's solution](#)

611.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Sanae's solution](#)

612.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Sanae's solution](#)

613.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Sanae's solution](#)

614.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[Sanae's solution](#)

615.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Sanae's solution](#)

616.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Sanae's solution](#)

617.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Sanae's solution](#)

618.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Sanae's solution](#)

619.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-23 · last AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Sanae's solution](#)

620.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Sanae's solution](#)

621.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Sanae's solution](#)

622.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Sanae's solution](#)

623.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-06 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Sanae's solution](#)

624.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[Sanae's solution](#)

625.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Sanae's solution](#)

626.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Sanae's solution](#)

627.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Sanae's solution](#)

628.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Sanae's solution](#)

629.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings

[Sanae's solution](#)

630.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Sanae's solution](#)

631.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Sanae's solution](#)

632.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Sanae's solution](#)

633.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Sanae's solution](#)

634.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Sanae's solution](#)

635.

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[Sanae's solution](#)

636.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Sanae's solution](#)

637.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Sanae's solution](#)

638.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Sanae's solution](#)

639.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Sanae's solution](#)

640.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Sanae's solution](#)

641.

2007F

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

Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[Sanae's solution](#)

642.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Sanae's solution](#)

643.

1988E

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

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Sanae's solution](#)

644.

1982E

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

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Sanae's solution](#)

645.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Sanae's solution](#)

646.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Sanae's solution](#)

647.

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, matrices

[Sanae's solution](#)

648.

1875F

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

Rating: 2300 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Sanae's solution](#)

649.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, games

[Sanae's solution](#)

650.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Sanae's solution](#)

651.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Sanae's solution](#)

652.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Sanae's solution](#)

653.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Sanae's solution](#)

654.

1929F

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

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Sanae's solution](#)

655.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Sanae's solution](#)

656.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Sanae's solution](#)

657.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Sanae's solution](#)

658.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Sanae's solution](#)

659.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Sanae's solution](#)

660.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Sanae's solution](#)

661.

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Sanae's solution](#)

662.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Sanae's solution](#)

663.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Sanae's solution](#)

664.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Sanae's solution](#)

665.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Sanae's solution](#)

666.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Sanae's solution](#)

667.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Sanae's solution](#)

668.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Sanae's solution](#)

669.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[Sanae's solution](#)

670.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Sanae's solution](#)

671.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Sanae's solution](#)

672.

2153E

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

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Sanae's solution](#)

673.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Sanae's solution](#)

674.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Sanae's solution](#)

675.

1886E

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

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Sanae's solution](#)

676.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

677.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Sanae's solution](#)

678.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Sanae's solution](#)

679.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Sanae's solution](#)

680.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Sanae's solution](#)

681.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Sanae's solution](#)

682.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Sanae's solution](#)

683.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Sanae's solution](#)

684.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Sanae's solution](#)

685.

1852C

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Sanae's solution](#)

686.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[Sanae's solution](#)

687.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Sanae's solution](#)

688.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Sanae's solution](#)

689.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Sanae's solution](#)

690.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Sanae's solution](#)

691.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Sanae's solution](#)

692.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Sanae's solution](#)

693.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Sanae's solution](#)

694.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Sanae's solution](#)

695.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Sanae's solution](#)

696.

1830C

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

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Sanae's solution](#)

697.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Sanae's solution](#)

698.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Sanae's solution](#)

699.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Sanae's solution](#)

700.

2024E

[C+K+S](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-10-23 · last AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, hashing, strings

[Sanae's solution](#)

701.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Sanae's solution](#)

702.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Sanae's solution](#)

703.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Sanae's solution](#)

704.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Sanae's solution](#)

705.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Sanae's solution](#)

706.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Sanae's solution](#)

707.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Sanae's solution](#)

708.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Sanae's solution](#)

709.

1875E

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

Rating: 2400 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Sanae's solution](#)

710.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Sanae's solution](#)

711.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

712.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees

[Sanae's solution](#)

713.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Sanae's solution](#)

714.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Sanae's solution](#)

715.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Sanae's solution](#)

716.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Sanae's solution](#)

717.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Sanae's solution](#)

718.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Sanae's solution](#)

719.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Sanae's solution](#)

720.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Sanae's solution](#)

721.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Sanae's solution](#)

722.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Sanae's solution](#)

723.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Sanae's solution](#)

724.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Sanae's solution](#)

725.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Sanae's solution](#)

726.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Sanae's solution](#)

727.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Sanae's solution](#)

728.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Sanae's solution](#)

729.

1808E2

[Minibuses on Venus \(medium version\) · Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Sanae's solution](#)

730.

2156E

[Best Time to Buy and Sell Stock · Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Sanae's solution](#)

731.

2154E

[No Mind To Think · Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Sanae's solution](#)

732.

2152F

[Triple Attack · Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Sanae's solution](#)

733.

1948F

[Rare Coins · Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Sanae's solution](#)

734.

2145F

[Long Journey · Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Sanae's solution](#)

735.

2144E2

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

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Sanae's solution](#)

736.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Sanae's solution](#)

737.

2133E

[I Yearned For The Mines · Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Sanae's solution](#)

738.

2125E

[Sets of Complementary Sums · Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Sanae's solution](#)

739.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Sanae's solution](#)

740.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Sanae's solution](#)

741.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Sanae's solution](#)

742.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Sanae's solution](#)

743.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Sanae's solution](#)

744.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Sanae's solution](#)

745.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Sanae's solution](#)

746.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sanae's solution](#)

747.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Sanae's solution](#)

748.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Sanae's solution](#)

749.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Sanae's solution](#)

750.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-01-24 · last AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Sanae's solution](#)

751.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Sanae's solution](#)

752.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Sanae's solution](#)

753.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Sanae's solution](#)

754.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Sanae's solution](#)

755.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Sanae's solution](#)

756.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Sanae's solution](#)

757.

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Sanae's solution](#)

758.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Sanae's solution](#)

759.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Sanae's solution](#)

760.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Sanae's solution](#)

761.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Sanae's solution](#)

762.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Sanae's solution](#)

763.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Sanae's solution](#)

764.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Sanae's solution](#)

765.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Sanae's solution](#)

766.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[Sanae's solution](#)

767.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Sanae's solution](#)

768.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Sanae's solution](#)

769.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Sanae's solution](#)

770.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Sanae's solution](#)

771.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Sanae's solution](#)

772.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Sanae's solution](#)

773.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Sanae's solution](#)

774.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Sanae's solution](#)

775.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[Sanae's solution](#)

776.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Sanae's solution](#)

777.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Sanae's solution](#)

778.

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Sanae's solution](#)

779.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Sanae's solution](#)

780.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Sanae's solution](#)

781.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[Sanae's solution](#)

782.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2600 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Sanae's solution](#)

783.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[Sanae's solution](#)

784.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

785.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[Sanae's solution](#)

786.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[Sanae's solution](#)

787.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[Sanae's solution](#)

788.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Sanae's solution](#)

789.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, two pointers

[Sanae's solution](#)

790.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Sanae's solution](#)

791.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Sanae's solution](#)

792.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sanae's solution](#)

793.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Sanae's solution](#)

794.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Sanae's solution](#)

795.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Sanae's solution](#)

796.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Sanae's solution](#)

797.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Sanae's solution](#)

798.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Sanae's solution](#)

799.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Sanae's solution](#)

800.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Sanae's solution](#)

801.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Sanae's solution](#)

802.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Sanae's solution](#)

803.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Sanae's solution](#)

804.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Sanae's solution](#)

805.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Sanae's solution](#)

806.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Sanae's solution](#)

807.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Sanae's solution](#)

808.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Sanae's solution](#)

809.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Sanae's solution](#)

810.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[Sanae's solution](#)

811.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Sanae's solution](#)

812.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, interactive, math

[Sanae's solution](#)

813.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Sanae's solution](#)

814.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[Sanae's solution](#)

815.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Sanae's solution](#)

816.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sanae's solution](#)

817.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Sanae's solution](#)

818.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Sanae's solution](#)

819.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Sanae's solution](#)

820.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, trees

[Sanae's solution](#)

821.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[Sanae's solution](#)

822.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[Sanae's solution](#)

823.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Sanae's solution](#)

824.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Sanae's solution](#)

825.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Sanae's solution](#)

826.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2026-01-05 · last AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, matrices

[Sanae's solution](#)

827.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Sanae's solution](#)

828.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Sanae's solution](#)

829.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

830.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Sanae's solution](#)

831.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Sanae's solution](#)

832.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Sanae's solution](#)

833.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Sanae's solution](#)

834.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation

[Sanae's solution](#)

835.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Sanae's solution](#)

836.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

837.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Sanae's solution](#)

838.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[Sanae's solution](#)

839.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Sanae's solution](#)

840.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Sanae's solution](#)

841.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[Sanae's solution](#)

842.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Sanae's solution](#)

843.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Sanae's solution](#)

844.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2700 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Sanae's solution](#)

845.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Sanae's solution](#)

846.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Sanae's solution](#)

847.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Sanae's solution](#)

848.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Sanae's solution](#)

849.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures

[Sanae's solution](#)

850.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Sanae's solution](#)

851.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Sanae's solution](#)

852.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Sanae's solution](#)

853.

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

[Sanae's solution](#)

854.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Sanae's solution](#)

855.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Sanae's solution](#)

856.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Sanae's solution](#)

857.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide

and conquer, dp, implementation, trees

[Sanae's solution](#)

858.

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[Sanae's solution](#)

859.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Sanae's solution](#)

860.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sanae's solution](#)

861.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Sanae's solution](#)

862.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Sanae's solution](#)

863.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[Sanae's solution](#)

864.

2217H

[Closer](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Sanae's solution](#)

865.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Sanae's solution](#)

866.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Sanae's solution](#)

867.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Sanae's solution](#)

868.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[Sanae's solution](#)

869.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[Sanae's solution](#)

870.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Sanae's solution](#)

871.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

872.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Sanae's solution](#)

873.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Sanae's solution](#)

874.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · last AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Sanae's solution](#)

875.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Sanae's solution](#)

876.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Sanae's solution](#)

877.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Sanae's solution](#)

878.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Sanae's solution](#)

879.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

880.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Sanae's solution](#)

881.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Sanae's solution](#)

882.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Sanae's solution](#)

883.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Sanae's solution](#)

884.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[Sanae's solution](#)

885.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Sanae's solution](#)

886.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Sanae's solution](#)

887.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Sanae's solution](#)

888.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Sanae's solution](#)

889.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Sanae's solution](#)

890.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Sanae's solution](#)

891.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Sanae's solution](#)

892.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[Sanae's solution](#)

893.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Sanae's solution](#)

894.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[Sanae's solution](#)

895.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Sanae's solution](#)

896.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Sanae's solution](#)

897.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[Sanae's solution](#)

898.

1972F

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation

[Sanae's solution](#)

899.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Sanae's solution](#)

900.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation

[Sanae's solution](#)

901.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Sanae's solution](#)

902.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[Sanae's solution](#)

903.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[Sanae's solution](#)

904.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Sanae's solution](#)

905.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Sanae's solution](#)

906.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Sanae's solution](#)

907.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[Sanae's solution](#)

908.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Sanae's solution](#)

909.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Sanae's solution](#)

910.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Sanae's solution](#)

911.

2152H1

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

Quality: 615 global accepts · Rating: 2900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[Sanae's solution](#)

912.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Sanae's solution](#)

913.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[Sanae's solution](#)

914.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Sanae's solution](#)

915.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Sanae's solution](#)

916.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Sanae's solution](#)

917.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

918.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Sanae's solution](#)

919.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

920.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-08 · last AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Sanae's solution](#)

921.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Sanae's solution](#)

922.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Sanae's solution](#)

923.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Sanae's solution](#)

924.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Sanae's solution](#)

925.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Sanae's solution](#)

926.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Sanae's solution](#)

927.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[Sanae's solution](#)

928.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3000 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Sanae's solution](#)

929.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Sanae's solution](#)

930.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-10-30 · last AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[Sanae's solution](#)

931.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Sanae's solution](#)

932.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Sanae's solution](#)

933.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[Sanae's solution](#)

934.

2156F2

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

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[Sanae's solution](#)

935.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Sanae's solution](#)

936.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Sanae's solution](#)

937.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs

[Sanae's solution](#)

938.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Sanae's solution](#)

939.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[Sanae's solution](#)

940.

2125F

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

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[Sanae's solution](#)

941.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Sanae's solution](#)

942.

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[Sanae's solution](#)

943.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Sanae's solution](#)

944.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[Sanae's solution](#)

945.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Sanae's solution](#)

946.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[Sanae's solution](#)

947.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Sanae's solution](#)

948.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Sanae's solution](#)

949.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3100 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Sanae's solution](#)

950.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2026-01-19 · last AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Sanae's solution](#)

951.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Sanae's solution](#)

952.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Sanae's solution](#)

953.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Sanae's solution](#)

954.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 3100 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Sanae's solution](#)

955.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3100 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[Sanae's solution](#)

956.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Sanae's solution](#)

957.

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[Sanae's solution](#)

958.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[Sanae's solution](#)

959.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Sanae's solution](#)

960.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3200 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Sanae's solution](#)

961.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[Sanae's solution](#)

962.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Sanae's solution](#)

963.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[Sanae's solution](#)

964.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, strings

[Sanae's solution](#)

965.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Sanae's solution](#)

966.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Sanae's solution](#)

967.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 3200 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Sanae's solution](#)

968.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Sanae's solution](#)

969.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Sanae's solution](#)

970.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Sanae's solution](#)

971.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[Sanae's solution](#)

972.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs

[Sanae's solution](#)

973.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Sanae's solution](#)

974.

865G

[Flowers and Chocolate](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3300 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[Sanae's solution](#)

975.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Sanae's solution](#)

976.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-09-13 · last AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

977.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[Sanae's solution](#)

978.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Sanae's solution](#)

979.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Sanae's solution](#)

980.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Sanae's solution](#)

981.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Sanae's solution](#)

982.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[Sanae's solution](#)

983.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Sanae's solution](#)

984.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[Sanae's solution](#)

985.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sanae's solution](#)

986.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[Sanae's solution](#)

987.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Sanae's solution](#)

988.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3500 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Sanae's solution](#)

989.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[Sanae's solution](#)

990.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Sanae's solution](#)

991.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Sanae's solution](#)

992.

2061F2

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

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Sanae's solution](#)

993.

106384E

[Q1a01a](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

994.

106384C

[g.Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

995.

106384F

[TuloykSir1](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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996.

106384M

[s-zTutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

997.

106384K

[YDwja1/2•üTCEI4fv](#)

Rating: — · first AC: 2026-03-14 · last AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

998.

106384L

[\(Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

999.

106384H

[f%eâ q \(MyGO!!!!Tutorial\)](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1000.

106384G

[LaVI-Bavellabion · Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1001.

106384D

[~AtWanw](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1002.

106384B

[Njookd\1•LN `T\)ges •÷T'](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1003.

1193A

[Amusement Park · Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, math

[Sanae's solution](#)

1004.

106353H

[Hasty Haul · Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1005.

106353G

[Group Photo · Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1006.

106353J

[Juggling Keys · Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1007.

106353K

[KIT Finding · Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1008.

106353L

[Last Christmas · Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1009.

106353F

[Fair Share · Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1010.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)**1011.**

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)**1012.**

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)**1013.**

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)**1014.**

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)**1015.**

106262M

[Web Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)**1016.**

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)**1017.**

106262I

[Stone Steps](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)**1018.**

106262L

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Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)**1019.**

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)**1020.**

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1021.

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1022.

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

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1023.

106251I

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Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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1024.

106251G

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Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1025.

106251F

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Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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1026.

106251E

[67](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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1027.

106251D

[Introduction to Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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1028.

106251C

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1029.

106251B

[P=NP](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1030.

106251A

[M](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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1031.

106290L

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1032.

106289L

[Unequal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1033.

106289M

[Xaleid scopiX](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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1034.

106289E

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1035.

106289C

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Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1036.

106289B

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Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1037.

106289K

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Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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1038.

106289J

[More Banknote](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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1039.

106289I

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Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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1040.

106289H

[Medal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1041.

106289G

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Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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1042.

106289F

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Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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1043.

106289D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1044.

106289A

[112358](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1045.

106267H

[Purple Haze](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1046.

106267G

[~wfrjā—b](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1047.

106267F

[Floral CatastrophE](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1048.

106267E

[MAX --- MIN](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1049.

106267D

[^Tawé-5](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1050.

106267C

[Music In My Mind](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1051.

106267B

[c'RiNKi](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1052.

106267A

[f~R0rial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1053.

106272M

[Popotnik -The Traveller of Ljubljana-](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1054.

106272L

[Serval N Toxel N popcount](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1055.

106272K

[Forgotten](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1056.

106272H

["dR"orial](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1057.

106272F

[tC](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1058.

106272E

[tC](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1059.

106272C

[Toxel N City Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1060.

106272J

[GGEZ](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1061.

106272I

[Euler](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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1062.

106272G

[Astral Quantization](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1063.

106272D

[Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1064.

106272B

[MAX? MEX?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1065.

106272A

[Tabea](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1066.

106239D

[Tudor](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1067.

106239I

[Koyul](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1068.

106239B

[Tobias](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1069.

106239N

[g Y'S Nj\ Söcb](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1070.

106239G

[Négyes-5](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1071.

106239M

[eLN°](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1072.

106239L

[I.Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1073.

106239K

[~Jk%atvÖ](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1074.

106239J

[SOONajžšOE](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1075.

106239H

[€yüGZ](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1076.

106239F

[t*Tu2riá,Íf](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1077.

106239E

[t*Tu2riá,Ó6](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1078.

106239C

[t*Tu2riá,ÓX](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1079.

106239A

[t*Tu2riá,ÓS:ô](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1080.

106153E

[t*Tu2riá,Óg Y'e'j\[i\[P^R](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1081.

106153G

[t*Tu2riá,Ób~·%Ò](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1082.

106153F

[t*Tu2riá,ÓQ°fvep\[fc b](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1083.

106153D

[t*Tu2riá,Óeà-P_ás\ ep](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1084.

106153C

[t*Tu2riá,Ó>Q°WW](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1085.

106153B

[t*—2úep,ÓCiallo](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1086.

106153A

[t*Tu2riá,Ó{—ÍÖ·pX](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1087.

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1088.

106124J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1089.

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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1090.

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1091.

106124C

[Crochet Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1092.

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1093.

106124I

[Instagraph](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1094.

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1095.

106124A

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

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1096.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1097.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1098.

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1099.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1100.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1101.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1102.

106084D

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

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1103.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1104.

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1105.

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1106.

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1107.

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1108.

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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1109.

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1110.

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · last AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1111.

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1112.

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1113.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1114.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1115.

103931E

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

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1116.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1117.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1118.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1119.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1120.

105229F

[Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1121.

105229D

[Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1122.

105229L

[Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1123.

105229J

[Tutorial](#)

Rating: — · first AC: 2024-06-30 · last AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1124.

105229E

[Tutorial](#)

Rating: — · first AC: 2024-06-30 · last AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1125.

105229G

[Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1126.

105229A

[Tutorial](#)

Rating: — · first AC: 2024-06-30 · last AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1127.

105895I

[So Far Away](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1128.

105895H

[Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1129.

105895M

[Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1130.

105895L

[LRU is Best? \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1131.

105895K

[LRU is Best? \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1132.

105895J

[MEX Should Be Same](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1133.

105895E

[SAQmál](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1134.

105895D

[Kings Game \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1135.

105895C

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

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1136.

105895A

[NTutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1137.

105973H

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

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1138.

105973C

[Binomial XOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1139.

105973G

[MEX-imum Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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1140.

105973J

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

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1141.

105973F

[Divisible Perfection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1142.

105973A

[Edgy Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1143.

105973B

[Red Dead Redemption 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1144.

105973I

[Statue on a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1145.

105901E

[Colorful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1146.

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1147.

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1148.

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1149.

105901F

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1150.

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1151.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1152.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1153.

105911L

[Regnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1154.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1155.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1156.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1157.

105911F

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

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1158.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1159.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1160.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1161.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1162.

105851J

[Vũ Nho](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1163.

105851I

[g \ LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1164.

105851H

[Link to the solution](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1165.

105851G

[Spoke](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1166.

105851E

[enWAP tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1167.

105851C

[x tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1168.

105851A

[R - d01N2!](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sanae's solution](#)

1169.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: — · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Sanae's solution](#)

1170.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Sanae's solution](#)

1171.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1172.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1173.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1174.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1175.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1176.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1177.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1178.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1179.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sanae's solution](#)

1180.

105578B

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