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Unique solved — SanguineChameleon

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111.
1081A
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112.
952A
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113.
1080A
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114.
1139A
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115.
1150A
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116.
1144A
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117.
1159A
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118.
1791B
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119.
1438A
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120.
1767A
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121.
181A
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122.
32A
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123.
1104A
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124.
1388A
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SanguineChameleon's solution

125.
1788A
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Quality: 52,963 global accepts · Rating: 800 · first AC: 2023-02-13 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
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126.
1455A
Strange Functions · Tutorial
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SanguineChameleon's solution

127.
1400A
String Similarity · Tutorial
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128.
1405A
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SanguineChameleon's solution

129.
1047A
Little C Loves 3 I · Tutorial
Quality: 21,285 global accepts · Rating: 800 · first AC: 2023-02-11 · PyPy 3-64 (first AC) · Tags: math

SanguineChameleon's solution

130.
1136A
Nastya Is Reading a Book · Tutorial
Quality: 17,249 global accepts · Rating: 800 · first AC: 2023-02-11 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

131.
1786A2
Alternating Deck (hard version) · Tutorial
Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

132.
1786A1
Non-alternating Deck (easy version) · Tutorial
Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

133.
1791A
Codeforces Checking · Tutorial
Quality: 80,603 global accepts · Rating: 800 · first AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: implementation, strings
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134.
1303A
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SanguineChameleon's solution

135.
172A
Phone Code · Tutorial
Quality: 7,516 global accepts · Rating: 800 · first AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation
SanguineChameleon's solution

136.
306A
Candies · Tutorial
Quality: 8,175 global accepts · Rating: 800 · first AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: implementation
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137.
1443A
Kids Seating · Tutorial
Quality: 16,682 global accepts · Rating: 800 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
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138.
1167A
Telephone Number · Tutorial
Quality: 20,276 global accepts · Rating: 800 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings
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139.
214A
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Quality: 42,914 global accepts · Rating: 800 · first AC: 2023-02-02 · PyPy 3-64 (first AC) · Tags: brute force
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140.
384A
Coder · Tutorial
Quality: 17,218 global accepts · Rating: 800 · first AC: 2023-02-02 · PyPy 3-64 (first AC) · Tags: implementation

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141.
1787A
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142.
1243A
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143.
1323A
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144.
1148A
Another One Bites The Dust · Tutorial
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145.
1085A
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146.
1780A
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147.
1185A
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148.
1281A
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149.
1348A
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150.
1413A
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151.
1777A
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1497A
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153.
664A
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1257A
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155.
1250F
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1781A
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157.
1285A
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158.
1114A
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159.
1173A
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160.
1206A
Choose Two Numbers · Tutorial
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161.
1408A
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162.
1775A1
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Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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163.
1360B
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164.
1417A
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1061A
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166.
1393A
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167.
1296A
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168.
615A
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169.
1440A
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170.
1315A
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Quality: 12,928 global accepts · Rating: 800 · first AC: 2023-01-07 · PyPy 3-64 (first AC) · Tags: implementation
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171.
1064A
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Quality: 25,158 global accepts · Rating: 800 · first AC: 2023-01-07 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math
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172.
1768A
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173.
1255A
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SanguineChameleon's solution

174.
1436A
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175.
1391A
Suborrays · Tutorial
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176.
1228A
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177.
1269A
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178.
1772A
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179.
1180A
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180.
1146A
Love "A" · Tutorial
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181.
1774A
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Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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182.
1766A
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183.
1428A
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184.
1450A
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SanguineChameleon's solution

185.
1499A
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Quality: 21,968 global accepts · Rating: 800 · first AC: 2022-12-09 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math
SanguineChameleon's solution

186.
978A
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187.
1196A
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Quality: 29,126 global accepts · Rating: 800 · first AC: 2022-12-08 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math
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188.
1392B
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SanguineChameleon's solution

189.
1550A
Find The Array · Tutorial
Quality: 29,460 global accepts · Rating: 800 · first AC: 2022-12-07 · PyPy 3-64 (first AC) · Tags: greedy, math
SanguineChameleon's solution

190.
1183A
Nearest Interesting Number · Tutorial
Quality: 27,023 global accepts · Rating: 800 · first AC: 2022-12-07 · PyPy 3 (first AC) · Tags: implementation
SanguineChameleon's solution

191.
1223A
CME · Tutorial
Quality: 22,286 global accepts · Rating: 800 · first AC: 2022-12-06 · PyPy 3-64 (first AC) · Tags: math
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192.
1397A
Juggling Letters · Tutorial
Quality: 29,832 global accepts · Rating: 800 · first AC: 2022-12-06 · PyPy 3-64 (first AC) · Tags: greedy, strings
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193.
1454A
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194.
1461A
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195.
1385A
Three Pairwise Maximums · Tutorial
Quality: 43,335 global accepts · Rating: 800 · first AC: 2022-12-03 · PyPy 3-64 (first AC) · Tags: math

SanguineChameleon's solution

196.
509A
Maximum in Table · Tutorial
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197.
1220A
Cards · Tutorial
Quality: 32,797 global accepts · Rating: 800 · first AC: 2022-11-30 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings
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198.
1371A
Magical Sticks · Tutorial
Quality: 51,256 global accepts · Rating: 800 · first AC: 2022-11-30 · PyPy 3-64 (first AC) · Tags: math
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199.
144A
Arrival of the General · Tutorial
Quality: 121,379 global accepts · Rating: 800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

200.
1509A
Average Height · Tutorial
Quality: 27,201 global accepts · Rating: 800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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201.
1758A
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Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings
SanguineChameleon's solution

202.
1765B
Broken Keyboard · Tutorial
Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

203.
1466B
Last minute enhancements · Tutorial
Quality: 23,595 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
SanguineChameleon's solution

204.
1764A
Doremy's Paint · Tutorial
Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

205.
1474A
Puzzle From the Future · Tutorial
Quality: 23,358 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

206.
1760C
Advantage · Tutorial
Quality: 43,816 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

SanguineChameleon's solution

207.
1760B
Atilla's Favorite Problem · Tutorial
Quality: 53,337 global accepts · Rating: 800 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings
SanguineChameleon's solution

208.
1760A
Medium Number · Tutorial
Quality: 79,925 global accepts · Rating: 800 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings
SanguineChameleon's solution

209.
1351A
A+B (Trial Problem) · Tutorial
Quality: 26,939 global accepts · Rating: 800 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

210.
1492A
Three swimmers · Tutorial
Quality: 23,381 global accepts · Rating: 800 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: math
SanguineChameleon's solution

211.
1761A
Two Permutations · Tutorial
Quality: 36,587 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
SanguineChameleon's solution

212.
1759B
Lost Permutation · Tutorial
Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-20 · PyPy 3-64 (first AC) · Tags: math
SanguineChameleon's solution

213.
1759A
Yes-Yes? · Tutorial
Quality: 32,663 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
SanguineChameleon's solution

214.
935A
Fafa and his Company · Tutorial
Quality: 47,232 global accepts · Rating: 800 · first AC: 2022-11-18 · PyPy 3-64 (first AC) · Tags: brute force, implementation
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215.
1748A
The Ultimate Square · Tutorial
Quality: 25,311 global accepts · Rating: 800 · first AC: 2022-11-15 · PyPy 3-64 (first AC) · Tags: math
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216.
1207A
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Quality: 23,388 global accepts · Rating: 800 · first AC: 2022-11-12 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math
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217.
1095A
Repeating Cipher · Tutorial
Quality: 36,488 global accepts · Rating: 800 · first AC: 2022-11-12 · PyPy 3-64 (first AC) · Tags: implementation

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218.
1337A
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Quality: 42,908 global accepts · Rating: 800 · first AC: 2022-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
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219.
1426A
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Quality: 54,954 global accepts · Rating: 800 · first AC: 2022-11-09 · PyPy 3-64 (first AC) · Tags: implementation, math
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220.
1487A
Arena · Tutorial
Quality: 27,529 global accepts · Rating: 800 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
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221.
1478A
Nezzar and Colorful Balls · Tutorial
Quality: 28,012 global accepts · Rating: 800 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
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222.
1504A
Déjà Vu · Tutorial
Quality: 22,802 global accepts · Rating: 800 · first AC: 2022-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings
SanguineChameleon's solution

223.
686A
Free Ice Cream · Tutorial
Quality: 43,412 global accepts · Rating: 800 · first AC: 2022-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
SanguineChameleon's solution

224.
1750B
Maximum Substring · Tutorial
Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
SanguineChameleon's solution

225.
1750A
Indirect Sort · Tutorial
Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
SanguineChameleon's solution

226.
492A
Vanya and Cubes · Tutorial
Quality: 63,551 global accepts · Rating: 800 · first AC: 2022-11-05 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

227.
1747A
Two Groups · Tutorial
Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

228.
1353A
Most Unstable Array · Tutorial
Quality: 44,585 global accepts · Rating: 800 · first AC: 2022-11-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

SanguineChameleon's solution

229.
976A
Minimum Binary Number · Tutorial
Quality: 10,974 global accepts · Rating: 800 · first AC: 2022-11-03 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

230.
707A
Brain's Photos · Tutorial
Quality: 55,786 global accepts · Rating: 800 · first AC: 2022-11-01 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

231.
1283A
Minutes Before the New Year · Tutorial
Quality: 61,295 global accepts · Rating: 800 · first AC: 2022-11-01 · PyPy 3-64 (first AC) · Tags: math
SanguineChameleon's solution

232.
1740B
Jumbo Extra Cheese 2 · Tutorial
Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings
SanguineChameleon's solution

233.
1740A
Factorise N+M · Tutorial
Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
SanguineChameleon's solution

234.
711A
Bus to Udayland · Tutorial
Quality: 30,978 global accepts · Rating: 800 · first AC: 2022-10-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation
SanguineChameleon's solution

235.
1186A
Vus the Cossack and a Contest · Tutorial
Quality: 42,453 global accepts · Rating: 800 · first AC: 2022-10-28 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

236.
978B
File Name · Tutorial
Quality: 40,908 global accepts · Rating: 800 · first AC: 2022-10-27 · PyPy 3-64 (first AC) · Tags: greedy, strings
SanguineChameleon's solution

237.
1473A
Replacing Elements · Tutorial
Quality: 37,423 global accepts · Rating: 800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings
SanguineChameleon's solution

238.
1738A
Glory Addicts · Tutorial
Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
SanguineChameleon's solution

239.
1735A
Working Week · Tutorial

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

240.
1749A
Cowardly Rooks · Tutorial
Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

241.
734B
Anton and Digits · Tutorial
Quality: 31,930 global accepts · Rating: 800 · first AC: 2022-10-24 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math
SanguineChameleon's solution

242.
1372A
Omkar and Completion · Tutorial
Quality: 33,480 global accepts · Rating: 800 · first AC: 2022-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
SanguineChameleon's solution

243.
1754B
Kevin and Permutation · Tutorial
Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

244.
1754A
Technical Support · Tutorial
Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

245.
1399A
Remove Smallest · Tutorial
Quality: 80,582 global accepts · Rating: 800 · first AC: 2022-10-23 · PyPy 3-64 (first AC) · Tags: greedy, sortings
SanguineChameleon's solution

246.
996A
Hit the Lottery · Tutorial
Quality: 118,348 global accepts · Rating: 800 · first AC: 2022-10-23 · PyPy 3-64 (first AC) · Tags: dp, greedy
SanguineChameleon's solution

247.
1739A
Immobile Knight · Tutorial
Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

248.
1730A
Planets · Tutorial
Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
SanguineChameleon's solution

249.
1733A
Consecutive Sum · Tutorial
Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
SanguineChameleon's solution

250.
894A
QAQ · Tutorial
Quality: 39,377 global accepts · Rating: 800 · first AC: 2022-10-20 · PyPy 3-64 (first AC) · Tags: brute force, dp

SanguineChameleon's solution

251.
1736A
Make A Equal to B · Tutorial
Quality: 24,152 global accepts · Rating: 800 · first AC: 2022-10-20 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings
SanguineChameleon's solution

252.
1744B
Even-Odd Increments · Tutorial
Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
SanguineChameleon's solution

253.
1744A
Number Replacement · Tutorial
Quality: 28,776 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

254.
1743B
Permutation Value · Tutorial
Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

255.
1743A
Password · Tutorial
Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math
SanguineChameleon's solution

256.
1746B
Rebellion · Tutorial
Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
SanguineChameleon's solution

257.
1746A
Maxmina · Tutorial
Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

258.
1741B
Funny Permutation · Tutorial
Quality: 26,761 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

259.
1742B
Increasing · Tutorial
Quality: 61,089 global accepts · Rating: 800 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
SanguineChameleon's solution

260.
1742A
Sum · Tutorial
Quality: 104,288 global accepts · Rating: 800 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

261.
1741A
Compare T-Shirt Sizes · Tutorial

Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-12 · PyPy 3-64 (first AC) · Tags: implementation, strings
SanguineChameleon's solution

262.
1358A
Park Lighting · Tutorial
Quality: 43,187 global accepts · Rating: 800 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: greedy, math
SanguineChameleon's solution

263.
1369A
FashionabLee · Tutorial
Quality: 39,124 global accepts · Rating: 800 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: geometry, math
SanguineChameleon's solution

264.
1421A
XORwice · Tutorial
Quality: 35,465 global accepts · Rating: 800 · first AC: 2022-10-09 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math
SanguineChameleon's solution

265.
431A
Black Square · Tutorial
Quality: 65,938 global accepts · Rating: 800 · first AC: 2022-10-09 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

266.
749A
Bachgold Problem · Tutorial
Quality: 57,081 global accepts · Rating: 800 · first AC: 2022-10-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory
SanguineChameleon's solution

267.
785A
Anton and Polyhedrons · Tutorial
Quality: 110,939 global accepts · Rating: 800 · first AC: 2022-10-08 · PyPy 3-64 (first AC) · Tags: implementation, strings
SanguineChameleon's solution

268.
1498A
GCD Sum · Tutorial
Quality: 24,711 global accepts · Rating: 800 · first AC: 2022-10-07 · PyPy 3-64 (first AC) · Tags: brute force, math
SanguineChameleon's solution

269.
1514A
Perfectly Imperfect Array · Tutorial
Quality: 25,368 global accepts · Rating: 800 · first AC: 2022-10-07 · PyPy 3-64 (first AC) · Tags: math, number theory
SanguineChameleon's solution

270.
822A
I'm bored with life · Tutorial
Quality: 36,805 global accepts · Rating: 800 · first AC: 2022-10-06 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory
SanguineChameleon's solution

271.
758A
Holiday Of Equality · Tutorial
Quality: 75,300 global accepts · Rating: 800 · first AC: 2022-10-06 · PyPy 3-64 (first AC) · Tags: implementation, math
SanguineChameleon's solution

272.
1734B
Bright, Nice, Brilliant · Tutorial
Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

SanguineChameleon's solution

273.
1734A
Select Three Sticks · Tutorial
Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
SanguineChameleon's solution

274.
427A
Police Recruits · Tutorial
Quality: 97,229 global accepts · Rating: 800 · first AC: 2022-10-04 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

275.
1335A
Candies and Two Sisters · Tutorial
Quality: 104,781 global accepts · Rating: 800 · first AC: 2022-10-04 · PyPy 3-64 (first AC) · Tags: math
SanguineChameleon's solution

276.
1537A
Arithmetic Array · Tutorial
Quality: 40,982 global accepts · Rating: 800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

277.
702A
Maximum Increase · Tutorial
Quality: 55,014 global accepts · Rating: 800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
SanguineChameleon's solution

278.
1519B
The Cake Is a Lie · Tutorial
Quality: 33,397 global accepts · Rating: 800 · first AC: 2022-10-02 · PyPy 3-64 (first AC) · Tags: dp, math
SanguineChameleon's solution

279.
1389A
LCM Problem · Tutorial
Quality: 49,871 global accepts · Rating: 800 · first AC: 2022-10-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory
SanguineChameleon's solution

280.
1312A
Two Regular Polygons · Tutorial
Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math, number theory
SanguineChameleon's solution

281.
1433A
Boring Apartments · Tutorial
Quality: 62,639 global accepts · Rating: 800 · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: implementation, math
SanguineChameleon's solution

282.
1370A
Maximum GCD · Tutorial
Quality: 64,462 global accepts · Rating: 800 · first AC: 2022-09-30 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory
SanguineChameleon's solution

283.
959A
Mahmoud and Ehab and the even-odd game · Tutorial
Quality: 55,665 global accepts · Rating: 800 · first AC: 2022-09-30 · PyPy 3-64 (first AC) · Tags: games, math

SanguineChameleon's solution

284.
581A
Vasya the Hipster · Tutorial
Quality: 84,950 global accepts · Rating: 800 · first AC: 2022-09-29 · PyPy 3-64 (first AC) · Tags: implementation, math
SanguineChameleon's solution

285.
1519A
Red and Blue Beans · Tutorial
Quality: 30,558 global accepts · Rating: 800 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: math
SanguineChameleon's solution

286.
1530A
Binary Decimal · Tutorial
Quality: 21,925 global accepts · Rating: 800 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: greedy, math
SanguineChameleon's solution

287.
1462B
Last Year's Substring · Tutorial
Quality: 29,175 global accepts · Rating: 800 · first AC: 2022-09-24 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings
SanguineChameleon's solution

288.
1325B
CopyCopyCopyCopyCopy · Tutorial
Quality: 38,823 global accepts · Rating: 800 · first AC: 2022-09-24 · PyPy 3-64 (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

289.
1374A
Required Remainder · Tutorial
Quality: 64,176 global accepts · Rating: 800 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: math
SanguineChameleon's solution

290.
1715A
Crossmarket · Tutorial
Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

291.
1717A
Madoka and Strange Thoughts · Tutorial
Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
SanguineChameleon's solution

292.
731A
Night at the Museum · Tutorial
Quality: 53,202 global accepts · Rating: 800 · first AC: 2022-09-21 · PyPy 3-64 (first AC) · Tags: implementation, strings
SanguineChameleon's solution

293.
1325A
EhAb AnD gCd · Tutorial
Quality: 46,201 global accepts · Rating: 800 · first AC: 2022-09-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, number theory
SanguineChameleon's solution

294.
1719A
Chip Game · Tutorial
Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: games, math

SanguineChameleon's solution

295.
1719B
Mathematical Circus · Tutorial
Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

296.
1088A
Ehab and another construction problem · Tutorial
Quality: 17,636 global accepts · Rating: 800 · first AC: 2022-09-18 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms
SanguineChameleon's solution

297.
381A
Sereja and Dima · Tutorial
Quality: 89,794 global accepts · Rating: 800 · first AC: 2022-09-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers
SanguineChameleon's solution

298.
703A
Mishka and Game · Tutorial
Quality: 66,577 global accepts · Rating: 800 · first AC: 2022-09-18 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

299.
1515A
Phoenix and Gold · Tutorial
Quality: 21,121 global accepts · Rating: 800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

300.
630A
Again Twenty Five! · Tutorial
Quality: 93,498 global accepts · Rating: 800 · first AC: 2022-09-16 · PyPy 3-64 (first AC) · Tags: number theory
SanguineChameleon's solution

301.
1729B
Decode String · Tutorial
Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
SanguineChameleon's solution

302.
1729A
Two Elevators · Tutorial
Quality: 45,896 global accepts · Rating: 800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: math
SanguineChameleon's solution

303.
1367A
Short Substrings · Tutorial
Quality: 67,703 global accepts · Rating: 800 · first AC: 2022-09-14 · PyPy 3-64 (first AC) · Tags: implementation, strings
SanguineChameleon's solution

304.
1722C
Word Game · Tutorial
Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: data structures, implementation
SanguineChameleon's solution

305.
1722B
Colourblindness · Tutorial
Quality: 56,449 global accepts · Rating: 800 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: implementation

SanguineChameleon's solution

306.
1722A
Spell Check · Tutorial
Quality: 65,621 global accepts · Rating: 800 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

307.
1725A
Accumulation of Dominoes · Tutorial
Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: math
SanguineChameleon's solution

308.
1728A
Colored Balls: Revisited · Tutorial
Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
SanguineChameleon's solution

309.
1728B
Best Permutation · Tutorial
Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

310.
723A
The New Year: Meeting Friends · Tutorial
Quality: 100,705 global accepts · Rating: 800 · first AC: 2022-09-10 · PyPy 3-64 (first AC) · Tags: implementation, math, sortings
SanguineChameleon's solution

311.
432A
Choosing Teams · Tutorial
Quality: 69,500 global accepts · Rating: 800 · first AC: 2022-09-10 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
SanguineChameleon's solution

312.
443A
Anton and Letters · Tutorial
Quality: 112,027 global accepts · Rating: 800 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
SanguineChameleon's solution

313.
1154A
Restoring Three Numbers · Tutorial
Quality: 87,054 global accepts · Rating: 800 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: math
SanguineChameleon's solution

314.
472A
Design Tutorial: Learn from Math · Tutorial
Quality: 70,766 global accepts · Rating: 800 · first AC: 2022-09-08 · PyPy 3-64 (first AC) · Tags: math, number theory
SanguineChameleon's solution

315.
155A
I_love_\%username\% · Tutorial
Quality: 93,655 global accepts · Rating: 800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force
SanguineChameleon's solution

316.
520A
Pangram · Tutorial
Quality: 127,509 global accepts · Rating: 800 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: implementation, strings

SanguineChameleon's solution

317.
148A
Insomnia cure · Tutorial
Quality: 112,384 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
SanguineChameleon's solution

318.
469A
I Wanna Be the Guy · Tutorial
Quality: 121,188 global accepts · Rating: 800 · first AC: 2022-09-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

319.
228A
Is your horseshoe on the other hoof? · Tutorial
Quality: 139,792 global accepts · Rating: 800 · first AC: 2022-09-03 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

320.
705A
Hulk · Tutorial
Quality: 132,063 global accepts · Rating: 800 · first AC: 2022-09-03 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

321.
200B
Drinks · Tutorial
Quality: 148,393 global accepts · Rating: 800 · first AC: 2022-09-02 · PyPy 3-64 (first AC) · Tags: implementation, math
SanguineChameleon's solution

322.
486A
Calculating Function · Tutorial
Quality: 154,125 global accepts · Rating: 800 · first AC: 2022-09-02 · PyPy 3-64 (first AC) · Tags: implementation, math
SanguineChameleon's solution

323.
136A
Presents · Tutorial
Quality: 146,507 global accepts · Rating: 800 · first AC: 2022-09-01 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

324.
1030A
In Search of an Easy Problem · Tutorial
Quality: 171,443 global accepts · Rating: 800 · first AC: 2022-09-01 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

325.
467A
George and Accommodation · Tutorial
Quality: 155,917 global accepts · Rating: 800 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

326.
1720B
Interesting Sum · Tutorial
Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings
SanguineChameleon's solution

327.
1721A
Image · Tutorial

Quality: 28,309 global accepts · Rating: 800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

328.
677A
Vanya and Fence · Tutorial
Quality: 180,564 global accepts · Rating: 800 · first AC: 2022-08-28 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

329.
266B
Queue at the School · Tutorial
Quality: 166,061 global accepts · Rating: 800 · first AC: 2022-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
SanguineChameleon's solution

330.
271A
Beautiful Year · Tutorial
Quality: 177,714 global accepts · Rating: 800 · first AC: 2022-08-27 · PyPy 3-64 (first AC) · Tags: brute force
SanguineChameleon's solution

331.
734A
Anton and Danik · Tutorial
Quality: 195,499 global accepts · Rating: 800 · first AC: 2022-08-27 · PyPy 3-64 (first AC) · Tags: implementation, strings
SanguineChameleon's solution

332.
116A
Tram · Tutorial
Quality: 176,537 global accepts · Rating: 800 · first AC: 2022-08-23 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

333.
977A
Wrong Subtraction · Tutorial
Quality: 217,458 global accepts · Rating: 800 · first AC: 2022-08-23 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

334.
617A
Elephant · Tutorial
Quality: 249,098 global accepts · Rating: 800 · first AC: 2022-08-22 · PyPy 3-64 (first AC) · Tags: math
SanguineChameleon's solution

335.
546A
Soldier and Bananas · Tutorial
Quality: 235,176 global accepts · Rating: 800 · first AC: 2022-08-22 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
SanguineChameleon's solution

336.
791A
Bear and Big Brother · Tutorial
Quality: 257,187 global accepts · Rating: 800 · first AC: 2022-08-20 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

337.
266A
Stones on the Table · Tutorial
Quality: 244,525 global accepts · Rating: 800 · first AC: 2022-08-20 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

338.
236A
Boy or Girl · Tutorial

Quality: 278,978 global accepts · Rating: 800 · first AC: 2022-08-19 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings
SanguineChameleon's solution

339.
281A
Word Capitalization · Tutorial
Quality: 270,949 global accepts · Rating: 800 · first AC: 2022-08-19 · PyPy 3-64 (first AC) · Tags: implementation, strings
SanguineChameleon's solution

340.
112A
Petya and Strings · Tutorial
Quality: 287,212 global accepts · Rating: 800 · first AC: 2022-08-18 · PyPy 3-64 (first AC) · Tags: implementation, strings
SanguineChameleon's solution

341.
339A
Helpful Maths · Tutorial
Quality: 275,302 global accepts · Rating: 800 · first AC: 2022-08-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings, strings
SanguineChameleon's solution

342.
263A
Beautiful Matrix · Tutorial
Quality: 317,943 global accepts · Rating: 800 · first AC: 2022-08-17 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

343.
1712B
Woeful Permutation · Tutorial
Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
SanguineChameleon's solution

344.
1712A
Wonderful Permutation · Tutorial
Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

345.
282A
Bit++ · Tutorial
Quality: 358,214 global accepts · Rating: 800 · first AC: 2022-08-14 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

346.
158A
Next Round · Tutorial
Quality: 320,422 global accepts · Rating: 800 · first AC: 2022-08-14 · PyPy 3-64 (first AC) · Tags: *special, implementation
SanguineChameleon's solution

347.
231A
Team · Tutorial
Quality: 430,189 global accepts · Rating: 800 · first AC: 2022-08-14 · PyPy 3-64 (first AC) · Tags: brute force, greedy
SanguineChameleon's solution

348.
141A
Amusing Joke · Tutorial
Quality: 101,400 global accepts · Rating: 800 · first AC: 2022-08-14 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings
SanguineChameleon's solution

349.
16A
Flag · Tutorial

Quality: 17,251 global accepts · Rating: 800 · first AC: 2022-08-13 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

350.
14A
Letter · Tutorial
Quality: 12,396 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

351.
12A
Super Agent · Tutorial
Quality: 15,424 global accepts · Rating: 800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

352.
1328A
Divisibility Problem · Tutorial
Quality: 131,891 global accepts · Rating: 800 · first AC: 2022-08-09 · PyPy 3-64 (first AC) · Tags: math
SanguineChameleon's solution

353.
1713A
Traveling Salesman Problem · Tutorial
Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation
SanguineChameleon's solution

354.
672A
Summer Camp · Tutorial
Quality: 16,678 global accepts · Rating: 800 · first AC: 2022-08-08 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

355.
41A
Translation · Tutorial
Quality: 188,423 global accepts · Rating: 800 · first AC: 2022-08-07 · PyPy 3-64 (first AC) · Tags: implementation, strings
SanguineChameleon's solution

356.
46A
Ball Game · Tutorial
Quality: 9,934 global accepts · Rating: 800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
SanguineChameleon's solution

357.
1716B
Permutation Chain · Tutorial
Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

358.
1716A
2-3 Moves · Tutorial
Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

359.
1704A
Two 0-1 Sequences · Tutorial
Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

360.
1714C
Minimum Varied Number · Tutorial
Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

SanguineChameleon's solution

361.
1714B
Remove Prefix · Tutorial
Quality: 33,773 global accepts · Rating: 800 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
SanguineChameleon's solution

362.
32B
Borze · Tutorial
Quality: 79,743 global accepts · Rating: 800 · first AC: 2022-08-03 · PyPy 3 (first AC) · Tags: expression parsing, implementation
SanguineChameleon's solution

363.
104A
Blackjack · Tutorial
Quality: 17,154 global accepts · Rating: 800 · first AC: 2022-08-03 · PyPy 3 (first AC) · Tags: implementation
SanguineChameleon's solution

364.
59A
Word · Tutorial
Quality: 227,895 global accepts · Rating: 800 · first AC: 2022-08-02 · PyPy 3 (first AC) · Tags: implementation, strings
SanguineChameleon's solution

365.
49A
Sleuth · Tutorial
Quality: 15,265 global accepts · Rating: 800 · first AC: 2022-08-02 · PyPy 3 (first AC) · Tags: implementation
SanguineChameleon's solution

366.
78A
Haiku · Tutorial
Quality: 15,435 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
SanguineChameleon's solution

367.
80A
Panoramix's Prediction · Tutorial
Quality: 66,297 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force
SanguineChameleon's solution

368.
61A
Ultra-Fast Mathematician · Tutorial
Quality: 136,196 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

369.
92A
Chips · Tutorial
Quality: 21,530 global accepts · Rating: 800 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
SanguineChameleon's solution

370.
47A
Triangular numbers · Tutorial
Quality: 18,172 global accepts · Rating: 800 · first AC: 2022-07-29 · PyPy 3-64 (first AC) · Tags: brute force, math
SanguineChameleon's solution

371.
71A
Way Too Long Words · Tutorial
Quality: 503,173 global accepts · Rating: 800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: strings

SanguineChameleon's solution

372.
50A
Domino piling · Tutorial
Quality: 318,661 global accepts · Rating: 800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

373.
1711A
Perfect Permutation · Tutorial
Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
SanguineChameleon's solution

374.
1709A
Three Doors · Tutorial
Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
SanguineChameleon's solution

375.
1452A
Robot Program · Tutorial
Quality: 22,938 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: math
SanguineChameleon's solution

376.
1452C
Two Brackets · Tutorial
Quality: 21,118 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

377.
38A
Army · Tutorial
Quality: 26,485 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

378.
1516A
Tit for Tat · Tutorial
Quality: 24,655 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

379.
1527A
And Then There Were K · Tutorial
Quality: 41,899 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks
SanguineChameleon's solution

380.
1706A
Another String Minimization Problem · Tutorial
Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
SanguineChameleon's solution

381.
1708A
Difference Operations · Tutorial
Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

382.
1705A
Mark the Photographer · Tutorial

Quality: 26,579 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
SanguineChameleon's solution

383.
1517A
Sum of 2050 · Tutorial
Quality: 26,881 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

384.
1701A
Grass Field · Tutorial
Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

385.
1701B
Permutation · Tutorial
Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

386.
1703C
Cypher · Tutorial
Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings
SanguineChameleon's solution

387.
1703B
ICPC Balloons · Tutorial
Quality: 66,165 global accepts · Rating: 800 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: data structures, implementation
SanguineChameleon's solution

388.
1703A
YES or YES? · Tutorial
Quality: 97,225 global accepts · Rating: 800 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings
SanguineChameleon's solution

389.
1702A
Round Down the Price · Tutorial
Quality: 38,176 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
SanguineChameleon's solution

390.
1702B
Polycarp Writes a String from Memory · Tutorial
Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

391.
1678B1
Tokitsukaze and Good 01-String (easy version) · Tutorial
Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

392.
1688B
Patchouli's Magical Talisman · Tutorial
Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings
SanguineChameleon's solution

393.
1689A
Lex String · Tutorial

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
SanguineChameleon's solution

394.
1690C
Restoring the Duration of Tasks · Tutorial
Quality: 28,092 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
SanguineChameleon's solution

395.
1699A
The Third Three Number Problem · Tutorial
Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

396.
1698A
XOR Mixup · Tutorial
Quality: 32,877 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
SanguineChameleon's solution

397.
1698B
Rising Sand · Tutorial
Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
SanguineChameleon's solution

398.
1692C
Where's the Bishop? · Tutorial
Quality: 38,915 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

399.
1392A
Omkar and Password · Tutorial
Quality: 21,744 global accepts · Rating: 800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

400.
1398A
Bad Triangle · Tutorial
Quality: 28,788 global accepts · Rating: 800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
SanguineChameleon's solution

401.
1422A
Fence · Tutorial
Quality: 21,866 global accepts · Rating: 800 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
SanguineChameleon's solution

402.
1696A
NIT orz! · Tutorial
Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
SanguineChameleon's solution

403.
1700A
Optimal Path · Tutorial
Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

404.
1480A
Yet Another String Game · Tutorial
Quality: 27,147 global accepts · Rating: 800 · first AC: 2022-06-25 · PyPy 3-64 (first AC) · Tags: games, greedy, strings
SanguineChameleon's solution

405.
721A
One-dimensional Japanese Crossword · Tutorial
Quality: 19,353 global accepts · Rating: 800 · first AC: 2022-06-25 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

406.
1411A
In-game Chat · Tutorial
Quality: 21,749 global accepts · Rating: 800 · first AC: 2022-06-25 · PyPy 3-64 (first AC) · Tags: implementation
SanguineChameleon's solution

407.
1409A
Yet Another Two Integers Problem · Tutorial
Quality: 80,415 global accepts · Rating: 800 · first AC: 2022-06-25 · PyPy 3-64 (first AC) · Tags: greedy, math
SanguineChameleon's solution

408.
22A
Second Order Statistics · Tutorial
Quality: 27,084 global accepts · Rating: 800 · first AC: 2022-06-24 · PyPy 3-64 (first AC) · Tags: brute force
SanguineChameleon's solution

409.
9A
Die Roll · Tutorial
Quality: 69,665 global accepts · Rating: 800 · first AC: 2022-06-24 · PyPy 3-64 (first AC) · Tags: math, probabilities
SanguineChameleon's solution

410.
1304A
Two Rabbits · Tutorial
Quality: 26,791 global accepts · Rating: 800 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: math
SanguineChameleon's solution

411.
110A
Nearly Lucky Number · Tutorial
Quality: 199,477 global accepts · Rating: 800 · first AC: 2022-06-23 · Python 3 (first AC) · Tags: implementation
SanguineChameleon's solution

412.
802G1
Fake News (easy) · Tutorial
Quality: 8,139 global accepts · Rating: 800 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
SanguineChameleon's solution

413.
1695A
Subrectangle Guess · Tutorial
Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: games
SanguineChameleon's solution

414.
1694A
Creep · Tutorial
Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

415.
1697A
Parkway Walk · Tutorial
Quality: 26,740 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

416.
1692B
All Distinct · Tutorial
Quality: 39,436 global accepts · Rating: 800 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
SanguineChameleon's solution

417.
1692A
Marathon · Tutorial
Quality: 85,733 global accepts · Rating: 800 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

418.
1547B
Alphabetical Strings · Tutorial
Quality: 27,901 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
SanguineChameleon's solution

419.
1560C
Infinity Table · Tutorial
Quality: 27,994 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
SanguineChameleon's solution

420.
1560A
Dislike of Threes · Tutorial
Quality: 73,507 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

421.
1560B
Who's Opposite? · Tutorial
Quality: 38,801 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: math
SanguineChameleon's solution

422.
1554A
Cherry · Tutorial
Quality: 31,388 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

423.
1553A
Digits Sum · Tutorial
Quality: 34,262 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
SanguineChameleon's solution

424.
1690B
Array Decrements · Tutorial
Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

425.
1690A
Print a Pedestal (Codeforces logo?) · Tutorial
Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

426.
1688A
Cirno's Perfect Bitmasks Classroom · Tutorial
Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
SanguineChameleon's solution

427.
4A
Watermelon · Tutorial
Quality: 687,710 global accepts · Rating: 800 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
SanguineChameleon's solution

428.
1691A
Beat The Odds · Tutorial
Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
SanguineChameleon's solution

429.
1569A
Balanced Substring · Tutorial
Quality: 26,553 global accepts · Rating: 800 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

430.
1682A
Palindromic Indices · Tutorial
Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
SanguineChameleon's solution

431.
1686B
Odd Subarrays · Tutorial
Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
SanguineChameleon's solution

432.
1686A
Everything Everywhere All But One · Tutorial
Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

433.
1681B
Card Trick · Tutorial
Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
SanguineChameleon's solution

434.
1681A
Game with Cards · Tutorial
Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
SanguineChameleon's solution

435.
1561A
Simply Strange Sort · Tutorial
Quality: 17,168 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings
SanguineChameleon's solution

436.
1562A
The Miracle and the Sleeper · Tutorial
Quality: 26,366 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

437.
1567A
Domino Disaster · Tutorial
Quality: 31,716 global accepts · Rating: 800 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
SanguineChameleon's solution

438.
1670A
Prof. Slim · Tutorial
Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
SanguineChameleon's solution

439.
1684B
Z mod X = C · Tutorial
Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

440.
1684A
Digit Minimization · Tutorial
Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings
SanguineChameleon's solution

441.
1678A
Tokitsukaze and All Zero Sequence · Tutorial
Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

442.
1676C
Most Similar Words · Tutorial
Quality: 34,635 global accepts · Rating: 800 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, strings
SanguineChameleon's solution

443.
1676B
Equal Candies · Tutorial
Quality: 60,635 global accepts · Rating: 800 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
SanguineChameleon's solution

444.
1676A
Lucky? · Tutorial
Quality: 87,409 global accepts · Rating: 800 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

445.
1680B
Robots · Tutorial
Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

446.
1680A
Minimums and Maximums · Tutorial
Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
SanguineChameleon's solution

447.
1673A
Subtle Substring Subtraction · Tutorial
Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-01 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy,

strings
SanguineChameleon's solution

448.
1675A
Food for Animals · Tutorial
Quality: 36,807 global accepts · Rating: 800 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

449.
1674B
Dictionary · Tutorial
Quality: 29,406 global accepts · Rating: 800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
SanguineChameleon's solution

450.
1674A
Number Transformation · Tutorial
Quality: 27,969 global accepts · Rating: 800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

451.
1573A
Countdown · Tutorial
Quality: 21,952 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

452.
1574A
Regular Bracket Sequences · Tutorial
Quality: 23,066 global accepts · Rating: 800 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
SanguineChameleon's solution

453.
1566B
MIN-MEX Cut · Tutorial
Quality: 21,211 global accepts · Rating: 800 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
SanguineChameleon's solution

454.
1566A
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1631A
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1623A
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1634A
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1633B
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1632A
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1626A
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1616A
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1615A
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1620A
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1591A
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1608A
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1612A
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2169A
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2162C
Beautiful XOR · Tutorial
Quality: 21,322 global accepts · Rating: 1100 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
SanguineChameleon's solution

673.
2171C1
Renako Amaori and XOR Game (easy version) · Tutorial
Quality: 19,238 global accepts · Rating: 1100 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
SanguineChameleon's solution

674.
2169B
Drifting Away · Tutorial
Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

675.
2122B
Pile Shuffling · Tutorial
Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

676.
1991B
AND Reconstruction · Tutorial
Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
SanguineChameleon's solution

677.
1994B
Fun Game · Tutorial
Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
SanguineChameleon's solution

678.
1942B
Bessie and MEX · Tutorial
Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

679.
1950D
Product of Binary Decimals · Tutorial
Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory
SanguineChameleon's solution

680.
1946B
Maximum Sum · Tutorial
Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
SanguineChameleon's solution

681.
1933C
Turtle Fingers: Count the Values of k · Tutorial
Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
SanguineChameleon's solution

682.
1921D
Very Different Array · Tutorial
Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
SanguineChameleon's solution

683.
1917B
Erase First or Second Letter · Tutorial
Quality: 36,349 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
SanguineChameleon's solution

684.
1914C
Quests · Tutorial
Quality: 39,527 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

685.
1901B
Chip and Ribbon · Tutorial
Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

686.
1899C
Yarik and Array · Tutorial
Quality: 34,857 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
SanguineChameleon's solution

687.
1899B
250 Thousand Tons of TNT · Tutorial
Quality: 33,346 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
SanguineChameleon's solution

688.
1873E
Building an Aquarium · Tutorial
Quality: 43,454 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
SanguineChameleon's solution

689.
1867B
XOR Palindromes · Tutorial
Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
SanguineChameleon's solution

690.
1872C
Non-coprime Split · Tutorial
Quality: 26,380 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
SanguineChameleon's solution

691.
1787B
Number Factorization · Tutorial
Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
SanguineChameleon's solution

692.
1780B
GCD Partition · Tutorial
Quality: 25,972 global accepts · Rating: 1100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
SanguineChameleon's solution

693.
120C
Winnie-the-Pooh and honey · Tutorial
Quality: 3,947 global accepts · Rating: 1100 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
SanguineChameleon's solution

694.
120B
Quiz League · Tutorial
Quality: 3,668 global accepts · Rating: 1100 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

695.
1509B
TMT Document · Tutorial
Quality: 23,055 global accepts · Rating: 1100 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

696.
1760E
Binary Inversions · Tutorial
Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
SanguineChameleon's solution

697.
1759C
Thermostat · Tutorial
Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths
SanguineChameleon's solution

698.
1739B
Array Recovery · Tutorial
Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

699.
1743C
Save the Magazines · Tutorial
Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
SanguineChameleon's solution

700.
1742D
Coprime · Tutorial
Quality: 34,101 global accepts · Rating: 1100 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
SanguineChameleon's solution

701.
1741C
Minimize the Thickness · Tutorial
Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
SanguineChameleon's solution

702.
1717B
Madoka and Underground Competitions · Tutorial

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
SanguineChameleon's solution

703.
1729C
Jumping on Tiles · Tutorial
Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
SanguineChameleon's solution

704.
1722D
Line · Tutorial
Quality: 26,553 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
SanguineChameleon's solution

705.
1726B
Mainak and Interesting Sequence · Tutorial
Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
SanguineChameleon's solution

706.
1712C
Sort Zero · Tutorial
Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
SanguineChameleon's solution

707.
987B
High School: Become Human · Tutorial
Quality: 12,222 global accepts · Rating: 1100 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: math
SanguineChameleon's solution

708.
1706B
Making Towers · Tutorial
Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
SanguineChameleon's solution

709.
1708B
Difference of GCDs · Tutorial
Quality: 28,407 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

710.
1703D
Double Strings · Tutorial
Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures, strings
SanguineChameleon's solution

711.
1670B
Dorms War · Tutorial
Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
SanguineChameleon's solution

712.
1676E
Eating Queries · Tutorial
Quality: 33,066 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
SanguineChameleon's solution

713.
1702C
Train and Queries · Tutorial
Quality: 25,119 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
SanguineChameleon's solution

714.
1682B
AND Sorting · Tutorial
Quality: 26,395 global accepts · Rating: 1100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
SanguineChameleon's solution

715.
1692D
The Clock · Tutorial
Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
SanguineChameleon's solution

716.
1700B
Palindromic Numbers · Tutorial
Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
SanguineChameleon's solution

717.
1685A
Circular Local MiniMax · Tutorial
Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
SanguineChameleon's solution

718.
1675C
Detective Task · Tutorial
Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

719.
1673B
A Perfectly Balanced String? · Tutorial
Quality: 21,767 global accepts · Rating: 1100 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
SanguineChameleon's solution

720.
1574B
Combinatorics Homework · Tutorial
Quality: 18,221 global accepts · Rating: 1100 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
SanguineChameleon's solution

721.
1579B
Shifting Sort · Tutorial
Quality: 18,887 global accepts · Rating: 1100 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
SanguineChameleon's solution

722.
1672C
Unequal Array · Tutorial
Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
SanguineChameleon's solution

723.
1669D
Colorful Stamp · Tutorial
Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

724.
1669F
Eating Candies · Tutorial
Quality: 39,602 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
SanguineChameleon's solution

725.
1618C
Paint the Array · Tutorial
Quality: 32,397 global accepts · Rating: 1100 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: math
SanguineChameleon's solution

726.
1623B
Game on Ranges · Tutorial
Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
SanguineChameleon's solution

727.
633A
Ebony and Ivory · Tutorial
Quality: 14,693 global accepts · Rating: 1100 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
SanguineChameleon's solution

728.
1624C
Division by Two and Permutation · Tutorial
Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
SanguineChameleon's solution

729.
1631B
Fun with Even Subarrays · Tutorial
Quality: 26,887 global accepts · Rating: 1100 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
SanguineChameleon's solution

730.
1633C
Kill the Monster · Tutorial
Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
SanguineChameleon's solution

731.
1656B
Subtract Operation · Tutorial
Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
SanguineChameleon's solution

732.
1638B
Odd Swap Sort · Tutorial
Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings
SanguineChameleon's solution

733.
1637B
MEX and Array · Tutorial
Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
SanguineChameleon's solution

734.
1626B
Minor Reduction · Tutorial
Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
SanguineChameleon's solution

735.
1625B
Elementary Particles · Tutorial
Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
SanguineChameleon's solution

736.
1616B
Mirror in the String · Tutorial
Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
SanguineChameleon's solution

737.
1609B
William the Vigilant · Tutorial
Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
SanguineChameleon's solution

738.
1610B
Kalindrome Array · Tutorial
Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
SanguineChameleon's solution

739.
1566D1
Seating Arrangements (easy version) · Tutorial
Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
SanguineChameleon's solution

740.
1604B
XOR Specia-LIS-t · Tutorial
Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

741.
1606B
Update Files · Tutorial
Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
SanguineChameleon's solution

742.
1602B
Divine Array · Tutorial
Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
SanguineChameleon's solution

743.
1593D1
All are Same · Tutorial
Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
SanguineChameleon's solution

744.
1594B
Special Numbers · Tutorial
Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
SanguineChameleon's solution

745.
1557B
Moamen and k-subarrays · Tutorial
Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
SanguineChameleon's solution

746.
4B
Before an Exam · Tutorial
Quality: 29,472 global accepts · Rating: 1200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

747.
2178C
First or Second · Tutorial
Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
SanguineChameleon's solution

748.
2181H
Honey Cake · Tutorial
Quality: 6,600 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
SanguineChameleon's solution

749.
2174A
Needle in a Haystack · Tutorial
Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
SanguineChameleon's solution

750.
2117D
Retaliation · Tutorial
Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory
SanguineChameleon's solution

751.
2117C
Cool Partition · Tutorial
Quality: 21,066 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
SanguineChameleon's solution

752.
2121C
Those Who Are With Us · Tutorial
Quality: 21,742 global accepts · Rating: 1200 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

753.
2123D
Binary String Battle · Tutorial
Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
SanguineChameleon's solution

754.
2126D
This Is the Last Time · Tutorial
Quality: 24,011 global accepts · Rating: 1200 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

SanguineChameleon's solution

755.
2170B
Addition on a Segment · Tutorial
Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

756.
2158B
Split · Tutorial
Quality: 13,946 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

757.
2094E
Boneca Ambalabu · Tutorial
Quality: 18,564 global accepts · Rating: 1200 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
SanguineChameleon's solution

758.
2137D
Replace with Occurrences · Tutorial
Quality: 19,544 global accepts · Rating: 1200 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
SanguineChameleon's solution

759.
2148E
Split · Tutorial
Quality: 14,060 global accepts · Rating: 1200 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
SanguineChameleon's solution

760.
2149D
A and B · Tutorial
Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: strings
SanguineChameleon's solution

761.
2161C
Loyalty · Tutorial
Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
SanguineChameleon's solution

762.
2053B
Outstanding Impressionist · Tutorial
Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
SanguineChameleon's solution

763.
2048C
Kevin and Binary Strings · Tutorial
Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
SanguineChameleon's solution

764.
2046A
Swap Columns and Find a Path · Tutorial
Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
SanguineChameleon's solution

765.
2039C1
Shohag Loves XOR (Easy Version) · Tutorial
Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
SanguineChameleon's solution

766.
1975C
Chamo and Mocha's Array · Tutorial
Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
SanguineChameleon's solution

767.
1951B
Battle Cows · Tutorial
Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
SanguineChameleon's solution

768.
1933D
Turtle Tenacity: Continual Mods · Tutorial
Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
SanguineChameleon's solution

769.
1928B
Equalize · Tutorial
Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
SanguineChameleon's solution

770.
1922B
Forming Triangles · Tutorial
Quality: 23,375 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
SanguineChameleon's solution

771.
1916C
Training Before the Olympiad · Tutorial
Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
SanguineChameleon's solution

772.
1909B
Make Almost Equal With Mod · Tutorial
Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
SanguineChameleon's solution

773.
1914D
Three Activities · Tutorial
Quality: 38,079 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
SanguineChameleon's solution

774.
1881C
Perfect Square · Tutorial
Quality: 19,254 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

SanguineChameleon's solution

775.
1886B
Fear of the Dark · Tutorial
Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
SanguineChameleon's solution

776.
1874A
Jellyfish and Game · Tutorial
Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
SanguineChameleon's solution

777.
1870B
Friendly Arrays · Tutorial
Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
SanguineChameleon's solution

778.
1872D
Plus Minus Permutation · Tutorial
Quality: 38,819 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math
SanguineChameleon's solution

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781.
1747C
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783.
1328C
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784.
1738B
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1736B
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786.
1734C
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787.
1730C
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788.
1744D
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789.
1742E
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790.
1720C
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791.
1729D
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792.
1713C
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SanguineChameleon's solution

793.
1704C
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Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
SanguineChameleon's solution

794.
1042B
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795.
1703E
Mirror Grid · Tutorial
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796.
1679B
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SanguineChameleon's solution

797.
1681C
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798.
1692E
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799.
1694B
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800.
743B
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801.
1674D
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802.
1363A
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803.
1671C
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804.
1669G
Fall Down · Tutorial
Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
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805.
1669E
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1619C
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1656C
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SanguineChameleon's solution

808.
1657C
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SanguineChameleon's solution

809.
1647B
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810.
1650C
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811.
47B
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812.
1641A
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813.
1635C
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814.
1637C
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1608B
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816.
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SanguineChameleon's solution

817.
1527B1
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818.
1582C
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819.
1586B
Omkar and Heavenly Tree · Tutorial
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1598C
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821.
1594C
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1592B
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1581B
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824.
1520D
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2179D
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826.
2181A
Alphabet City · Tutorial
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827.
2176C
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828.
2121D
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829.
2170C
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830.
2169C
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SanguineChameleon's solution

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2165A
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832.
2124C
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833.
2023A
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1991C
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1942C1
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836.
1943A
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837.
1931D
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838.
1927D
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1922C
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840.
1915E
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841.
1913C
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842.
1900C
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1899E
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1899D
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1881D
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846.
1879C
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1873F
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pointers
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848.
1870C
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Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
SanguineChameleon's solution

849.
1867C
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850.
1775B
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851.
1322A
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1766C
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853.
1618D
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SanguineChameleon's solution

854.
1736C1
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SanguineChameleon's solution

855.
1737B
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856.
1753A1
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857.
1733C
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858.
1746C
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SanguineChameleon's solution

859.
1741D
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SanguineChameleon's solution

860.
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861.
1726C
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862.
1711B
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863.
1703F
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864.
1676F
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865.
1676G
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866.
1698C
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Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
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867.
1692F
3SUM · Tutorial
Quality: 27,145 global accepts · Rating: 1300 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
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868.
1422B
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869.
1693A
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Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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870.
1675D
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871.
1659B
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Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
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872.
1669H
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Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
SanguineChameleon's solution

873.
1667A
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874.
1661B
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Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
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875.
1660C
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Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
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876.
1647C
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877.
1650D
Twist the Permutation · Tutorial
Quality: 14,689 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
SanguineChameleon's solution

878.
588B
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Quality: 14,983 global accepts · Rating: 1300 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math
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879.
1649B
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Quality: 13,958 global accepts · Rating: 1300 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

880.
770B
Maximize Sum of Digits · Tutorial
Quality: 3,065 global accepts · Rating: 1300 · first AC: 2022-03-02 · PyPy 3-64 (first AC) · Tags: *special, implementation, math
SanguineChameleon's solution

881.
1638C
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Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
SanguineChameleon's solution

882.
1627B
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Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
SanguineChameleon's solution

883.
1585C
Minimize Distance · Tutorial
Quality: 12,821 global accepts · Rating: 1300 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

884.
1615B
And It's Non-Zero · Tutorial
Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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885.
1617C
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Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
SanguineChameleon's solution

886.
1591C
Minimize Distance · Tutorial
Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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887.
1612C
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1604C
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SanguineChameleon's solution

889.
1602C
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890.
1594E1
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SanguineChameleon's solution

891.
1556B
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892.
1521B
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893.
2209C
Find the Zero · Tutorial
Quality: 10,633 global accepts · Rating: 1400 · first AC: 2026-03-26 · PyPy 3 (first AC) · Tags: constructive algorithms, interactive
SanguineChameleon's solution

894.
2114D
Come a Little Closer · Tutorial
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SanguineChameleon's solution

895.
2154C1
No Cost Too Great (Easy Version) · Tutorial
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896.
2173C
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SanguineChameleon's solution

897.
2181B
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Quality: 5,669 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
SanguineChameleon's solution

898.
2123E
MEX Count · Tutorial
Quality: 14,903 global accepts · Rating: 1400 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
SanguineChameleon's solution

899.
2126E
G-C-D, Unlucky! · Tutorial
Quality: 17,012 global accepts · Rating: 1400 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
SanguineChameleon's solution

900.
2131E
Adjacent XOR · Tutorial
Quality: 17,115 global accepts · Rating: 1400 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
SanguineChameleon's solution

901.
2131D
Arboris Contractio · Tutorial
Quality: 14,321 global accepts · Rating: 1400 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees
SanguineChameleon's solution

902.
2158C
Annoying Game · Tutorial
Quality: 11,060 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy
SanguineChameleon's solution

903.
2132C2
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Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
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904.
2162D
Beautiful Permutation · Tutorial
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SanguineChameleon's solution

905.
2157C
Meximum Array 2 · Tutorial
Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
SanguineChameleon's solution

906.
2171D
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Quality: 11,575 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
SanguineChameleon's solution

907.
2171C2
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Quality: 11,840 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
SanguineChameleon's solution

908.
2156C
Maximum GCD on Whiteboard · Tutorial
Quality: 12,280 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
SanguineChameleon's solution

909.
2164C
Dungeon · Tutorial
Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
SanguineChameleon's solution

910.
816B
Karen and Coffee · Tutorial
Quality: 27,366 global accepts · Rating: 1400 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation
SanguineChameleon's solution

911.
1970C1
Game on Tree (Easy) · Tutorial
Quality: 5,037 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games
SanguineChameleon's solution

912.
1967B1
Reverse Card (Easy Version) · Tutorial
Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
SanguineChameleon's solution

913.
1967A
Permutation Counting · Tutorial
Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
SanguineChameleon's solution

914.
1965A
Everything Nim · Tutorial
Quality: 16,704 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
SanguineChameleon's solution

915.
1951C
Ticket Hoarding · Tutorial
Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
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916.
1929C
Sasha and the Casino · Tutorial
Quality: 17,284 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
SanguineChameleon's solution

917.
1931E
Anna and the Valentine's Day Gift · Tutorial
Quality: 25,724 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
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918.
1927E
Klever Permutation · Tutorial
Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers
SanguineChameleon's solution

919.
1919C
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Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
SanguineChameleon's solution

920.
1909C
Heavy Intervals · Tutorial

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
SanguineChameleon's solution

921.
1914E1
Game with Marbles (Easy Version) · Tutorial
Quality: 14,242 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings
SanguineChameleon's solution

922.
1914E2
Game with Marbles (Hard Version) · Tutorial
Quality: 14,748 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
SanguineChameleon's solution

923.
1896C
Matching Arrays · Tutorial
Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
SanguineChameleon's solution

924.
1901C
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Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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925.
1893A
Anonymous Informant · Tutorial
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SanguineChameleon's solution

926.
1878E
Iva & Pav · Tutorial
Quality: 20,961 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
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927.
1824A
LuoTianyi and the Show · Tutorial
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928.
1771B
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929.
120F
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SanguineChameleon's solution

930.
120E
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SanguineChameleon's solution

931.
120D
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932.
1758C
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SanguineChameleon's solution

933.
1764C
Doremy's City Construction · Tutorial
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934.
1761C
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SanguineChameleon's solution

935.
1759D
Make It Round · Tutorial
Quality: 20,264 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
SanguineChameleon's solution

936.
1748B
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Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
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937.
1750C
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938.
1740C
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939.
1749C
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940.
1735C
Phase Shift · Tutorial
Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

SanguineChameleon's solution

941.
1733D1
Zero-One (Easy Version) · Tutorial
Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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942.
1719C
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Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
SanguineChameleon's solution

943.
1515C
Phoenix and Towers · Tutorial
Quality: 18,750 global accepts · Rating: 1400 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
SanguineChameleon's solution

944.
1721C
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1728C
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SanguineChameleon's solution

946.
1714E
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Quality: 23,526 global accepts · Rating: 1400 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
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947.
1706C
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948.
1705C
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949.
1701C
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950.
1670C
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Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
SanguineChameleon's solution

951.
1676H1
Maximum Crossings (Easy Version) · Tutorial
Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force
SanguineChameleon's solution

952.
1679C
Rooks Defenders · Tutorial
Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
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953.
1682C
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SanguineChameleon's solution

954.
1691C
Sum of Substrings · Tutorial
Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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955.
1692G
2^Sort · Tutorial
Quality: 26,403 global accepts · Rating: 1400 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers
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956.
1696C
Fishingprince Plays With Array · Tutorial
Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
SanguineChameleon's solution

957.
1697C
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SanguineChameleon's solution

958.
416A
Guess a number! · Tutorial
Quality: 10,066 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
SanguineChameleon's solution

959.
1684C
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960.
1624D
Palindromes Coloring · Tutorial
Quality: 19,078 global accepts · Rating: 1400 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings
SanguineChameleon's solution

961.
1654C
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SanguineChameleon's solution

962.
1648A
Weird Sum · Tutorial
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SanguineChameleon's solution

963.
296C
Greg and Array · Tutorial
Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation
SanguineChameleon's solution

964.
1644C
Increase Subarray Sums · Tutorial
Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
SanguineChameleon's solution

965.
1634B
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SanguineChameleon's solution

966.
1628A
Meximum Array · Tutorial
Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
SanguineChameleon's solution

967.
1627C
Not Assigning · Tutorial
Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees
SanguineChameleon's solution

968.
1609C
Complex Market Analysis · Tutorial
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SanguineChameleon's solution

969.
1605C
Dominant Character · Tutorial
Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings
SanguineChameleon's solution

970.
1606C
Banknotes · Tutorial
Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
SanguineChameleon's solution

971.
1549C
Web of Lies · Tutorial
Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
SanguineChameleon's solution

972.
1517C
Fillomino 2 · Tutorial
Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
SanguineChameleon's solution

973.
1519C
Berland Regional · Tutorial
Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
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974.
1520E
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Quality: 28,606 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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975.
2183D1
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Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
SanguineChameleon's solution

976.
2183C
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Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
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977.
2137E
Mexification · Tutorial
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978.
2149E
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979.
2163C
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980.
2169D1
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2057C
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982.
2053C
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983.
1950E
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984.
1933E
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Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search
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985.
1924A
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Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
SanguineChameleon's solution

986.
1915F
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987.
1881E
Block Sequence · Tutorial
Quality: 23,687 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp
SanguineChameleon's solution

988.
1873G
ABBC or BACB · Tutorial
Quality: 16,841 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

989.
1872E
Data Structures Fan · Tutorial
Quality: 21,372 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp
SanguineChameleon's solution

990.
1774B
Coloring · Tutorial
Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

SanguineChameleon's solution

991.
1765K
Torus Path · Tutorial
Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
SanguineChameleon's solution

992.
1765N
Number Reduction · Tutorial
Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

993.
1760F
Quests · Tutorial
Quality: 14,785 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
SanguineChameleon's solution

994.
1759E
The Humanoid · Tutorial
Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings
SanguineChameleon's solution

995.
1740D
Knowledge Cards · Tutorial
Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
SanguineChameleon's solution

996.
1732D1
Balance (Easy version) · Tutorial
Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory
SanguineChameleon's solution

997.
1753A2
Make Nonzero Sum (hard version) · Tutorial
Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
SanguineChameleon's solution

998.
1737C
Ela and Crickets · Tutorial
Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math
SanguineChameleon's solution

999.
1738C
Even Number Addicts · Tutorial
Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
SanguineChameleon's solution

1000.
1739C
Card Game · Tutorial
Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
SanguineChameleon's solution

1001.
1744E1
Divisible Numbers (easy version) · Tutorial
Quality: 12,649 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
SanguineChameleon's solution

1002.
1742G
Orray · Tutorial
Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
SanguineChameleon's solution

1003.
1742F
Smaller · Tutorial
Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
SanguineChameleon's solution

1004.
1515D
Phoenix and Socks · Tutorial
Quality: 12,820 global accepts · Rating: 1500 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
SanguineChameleon's solution

1005.
148B
Escape · Tutorial
Quality: 6,015 global accepts · Rating: 1500 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
SanguineChameleon's solution

1006.
1722G
Even-Odd XOR · Tutorial
Quality: 14,177 global accepts · Rating: 1500 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
SanguineChameleon's solution

1007.
1725G
Garage · Tutorial
Quality: 6,697 global accepts · Rating: 1500 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
SanguineChameleon's solution

1008.
527C
Glass Carving · Tutorial
Quality: 7,534 global accepts · Rating: 1500 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation
SanguineChameleon's solution

1009.
1710A
Color the Picture · Tutorial
Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

1010.
2A
Winner · Tutorial
Quality: 31,220 global accepts · Rating: 1500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation
SanguineChameleon's solution

1011.
1575J
Jeopardy of Dropped Balls · Tutorial
Quality: 4,265 global accepts · Rating: 1500 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation
SanguineChameleon's solution

1012.
1659C
Line Empire · Tutorial
Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
SanguineChameleon's solution

1013.
1676H2
Maximum Crossings (Hard Version) · Tutorial
Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
SanguineChameleon's solution

1014.
1690E
Price Maximization · Tutorial
Quality: 16,987 global accepts · Rating: 1500 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
SanguineChameleon's solution

1015.
1526C1
Potions (Easy Version) · Tutorial
Quality: 27,187 global accepts · Rating: 1500 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy
SanguineChameleon's solution

1016.
1385D
a-Good String · Tutorial
Quality: 21,958 global accepts · Rating: 1500 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
SanguineChameleon's solution

1017.
1326D1
Prefix-Suffix Palindrome (Easy version) · Tutorial
Quality: 13,294 global accepts · Rating: 1500 · first AC: 2022-05-15 · last AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings
SanguineChameleon's solution

1018.
1397B
Power Sequence · Tutorial
Quality: 15,466 global accepts · Rating: 1500 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, sortings
SanguineChameleon's solution

1019.
1675E
Replace With the Previous, Minimize · Tutorial
Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings
SanguineChameleon's solution

1020.
1673C
Palindrome Basis · Tutorial
Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

SanguineChameleon's solution

1021.
1614C
Divan and bitwise operations · Tutorial
Quality: 11,313 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
SanguineChameleon's solution

1022.
1651C
Fault-tolerant Network · Tutorial
Quality: 11,582 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
SanguineChameleon's solution

1023.
707C
Pythagorean Triples · Tutorial
Quality: 13,480 global accepts · Rating: 1500 · first AC: 2022-03-07 · PyPy 3-64 (first AC) · Tags: math, number theory
SanguineChameleon's solution

1024.
1646C
Factorials and Powers of Two · Tutorial
Quality: 19,512 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
SanguineChameleon's solution

1025.
770C
Online Courses In BSU · Tutorial
Quality: 2,934 global accepts · Rating: 1500 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, graphs, implementation
SanguineChameleon's solution

1026.
1630A
And Matching · Tutorial
Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
SanguineChameleon's solution

1027.
1621B
Integers Shop · Tutorial
Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
SanguineChameleon's solution

1028.
1616C
Representative Edges · Tutorial
Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math
SanguineChameleon's solution

1029.
356A
Knight Tournament · Tutorial
Quality: 16,787 global accepts · Rating: 1500 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
SanguineChameleon's solution

1030.
1250H
Happy Birthday · Tutorial
Quality: 4,290 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math

SanguineChameleon's solution

1031.
1366C
Palindromic Paths · Tutorial
Quality: 14,260 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
SanguineChameleon's solution

1032.
1536C
Diluc and Kaeya · Tutorial
Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory
SanguineChameleon's solution

1033.
1264A
Beautiful Regional Contest · Tutorial
Quality: 10,440 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

1034.
1461C
Random Events · Tutorial
Quality: 12,432 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
SanguineChameleon's solution

1035.
1462E1
Close Tuples (easy version) · Tutorial
Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
SanguineChameleon's solution

1036.
1368B
Codeforces Subsequences · Tutorial
Quality: 21,425 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
SanguineChameleon's solution

1037.
1409D
Decrease the Sum of Digits · Tutorial
Quality: 21,390 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
SanguineChameleon's solution

1038.
1166C
A Tale of Two Lands · Tutorial
Quality: 11,032 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
SanguineChameleon's solution

1039.
1283C
Friends and Gifts · Tutorial
Quality: 14,155 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math
SanguineChameleon's solution

1040.
1473C
No More Inversions · Tutorial
Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

1041.
1338A
Powered Addition · Tutorial
Quality: 30,344 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
SanguineChameleon's solution

1042.
1242A
Tile Painting · Tutorial
Quality: 13,267 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
SanguineChameleon's solution

1043.
1195D1
Submarine in the Rybinsk Sea (easy edition) · Tutorial
Quality: 8,199 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
SanguineChameleon's solution

1044.
1436C
Binary Search · Tutorial
Quality: 11,668 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
SanguineChameleon's solution

1045.
1487C
Minimum Ties · Tutorial
Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
SanguineChameleon's solution

1046.
1296D
Fight with Monsters · Tutorial
Quality: 15,096 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
SanguineChameleon's solution

1047.
1352E
Special Elements · Tutorial
Quality: 24,015 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
SanguineChameleon's solution

1048.
1299A
Anu Has a Function · Tutorial
Quality: 12,551 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
SanguineChameleon's solution

1049.
1466D
13th Labour of Heracles · Tutorial
Quality: 14,631 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
SanguineChameleon's solution

1050.
1250L
Divide The Students · Tutorial
Quality: 4,690 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
SanguineChameleon's solution

1051.
1218F
Workout plan · Tutorial

Quality: 3,191 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
SanguineChameleon's solution

1052.
1368C
Even Picture · Tutorial
Quality: 14,031 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
SanguineChameleon's solution

1053.
1542B
Plus and Multiply · Tutorial
Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
SanguineChameleon's solution

1054.
1180B
Nick and Array · Tutorial
Quality: 10,106 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

1055.
1538F
Interesting Function · Tutorial
Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
SanguineChameleon's solution

1056.
1487D
Pythagorean Triples · Tutorial
Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
SanguineChameleon's solution

1057.
1419C
Killjoy · Tutorial
Quality: 16,301 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
SanguineChameleon's solution

1058.
1352F
Binary String Reconstruction · Tutorial
Quality: 19,401 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
SanguineChameleon's solution

1059.
1186D
Vus the Cossack and Numbers · Tutorial
Quality: 9,323 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

1060.
2181F
Fragmented Nim · Tutorial
Quality: 3,519 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games
SanguineChameleon's solution

1061.
2117E
Lost Soul · Tutorial
Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
SanguineChameleon's solution

1062.
2132D
From 1 to Infinity · Tutorial
Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math
SanguineChameleon's solution

1063.
2094F
Trulimero Trulicina · Tutorial
Quality: 11,412 global accepts · Rating: 1600 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
SanguineChameleon's solution

1064.
2162E
Beautiful Palindromes · Tutorial
Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules
SanguineChameleon's solution

1065.
2157D
Billion Players Game · Tutorial
Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
SanguineChameleon's solution

1066.
2171F
Rae Taylor and Trees (hard version) · Tutorial
Quality: 7,125 global accepts · Rating: 1600 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
SanguineChameleon's solution

1067.
2167G
Mukhammadali and the Smooth Array · Tutorial
Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
SanguineChameleon's solution

1068.
2167F
Tree, TREE!!! · Tutorial
Quality: 7,130 global accepts · Rating: 1600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
SanguineChameleon's solution

1069.
2167E
khba Loves to Sleep! · Tutorial
Quality: 9,066 global accepts · Rating: 1600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
SanguineChameleon's solution

1070.
2048D
Kevin and Competition Memories · Tutorial
Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
SanguineChameleon's solution

1071.
2046B
Move Back at a Cost · Tutorial
Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
SanguineChameleon's solution

1072.
2018A
Cards Partition · Tutorial
Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
SanguineChameleon's solution

1073.
1994C
Hungry Games · Tutorial
Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
SanguineChameleon's solution

1074.
1946C
Tree Cutting · Tutorial
Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees
SanguineChameleon's solution

1075.
1938H
Pho Restaurant · Tutorial
Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

1076.
1928C
Physical Education Lesson · Tutorial
Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
SanguineChameleon's solution

1077.
1921E
Eat the Chip · Tutorial
Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
SanguineChameleon's solution

1078.
1917C
Watering an Array · Tutorial
Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
SanguineChameleon's solution

1079.
1899F
Alex's whims · Tutorial
Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
SanguineChameleon's solution

1080.
1886C
Decreasing String · Tutorial
Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
SanguineChameleon's solution

1081.
1878D
Reverse Madness · Tutorial
Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
SanguineChameleon's solution

1082.
1787C
Remove the Bracket · Tutorial
Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
SanguineChameleon's solution

1083.
1775C
Interesting Sequence · Tutorial
Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
SanguineChameleon's solution

1084.
1781C
Equal Frequencies · Tutorial
Quality: 10,458 global accepts · Rating: 1600 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
SanguineChameleon's solution

1085.
1771C
Hossam and Trainees · Tutorial
Quality: 11,595 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
SanguineChameleon's solution

1086.
1766D
Lucky Chains · Tutorial
Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
SanguineChameleon's solution

1087.
1748C
Zero-Sum Prefixes · Tutorial
Quality: 13,005 global accepts · Rating: 1600 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
SanguineChameleon's solution

1088.
1753B
Factorial Divisibility · Tutorial
Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
SanguineChameleon's solution

1089.
1730B
Meeting on the Line · Tutorial
Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
SanguineChameleon's solution

1090.
1741E
Sending a Sequence Over the Network · Tutorial
Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp
SanguineChameleon's solution

1091.
1722E
Counting Rectangles · Tutorial
Quality: 13,366 global accepts · Rating: 1600 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation
SanguineChameleon's solution

1092.
958E1
Guard Duty (easy) · Tutorial
Quality: 1,783 global accepts · Rating: 1600 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, math
SanguineChameleon's solution

1093.
1714D
Color with Occurrences · Tutorial
Quality: 10,321 global accepts · Rating: 1600 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
SanguineChameleon's solution

1094.
1622C
Set or Decrease · Tutorial
Quality: 15,540 global accepts · Rating: 1600 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings
SanguineChameleon's solution

1095.
1623C
Balanced Stone Heaps · Tutorial
Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
SanguineChameleon's solution

1096.
1707A
Doremy's IQ · Tutorial
Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
SanguineChameleon's solution

1097.
1658D1
388535 (Easy Version) · Tutorial
Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
SanguineChameleon's solution

1098.
1703G
Good Key, Bad Key · Tutorial
Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
SanguineChameleon's solution

1099.
1702E
Split Into Two Sets · Tutorial
Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
SanguineChameleon's solution

1100.
1689C
Infected Tree · Tutorial
Quality: 13,472 global accepts · Rating: 1600 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
SanguineChameleon's solution

1101.
453A
Little Pony and Expected Maximum · Tutorial
Quality: 12,439 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: probabilities
SanguineChameleon's solution

1102.
1698D
Fixed Point Guessing · Tutorial
Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
SanguineChameleon's solution

1103.
573B
Bear and Blocks · Tutorial
Quality: 6,352 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, math
SanguineChameleon's solution

1104.
405C
Unusual Product · Tutorial
Quality: 4,933 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
SanguineChameleon's solution

1105.
1687A
The Enchanted Forest · Tutorial
Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
SanguineChameleon's solution

1106.
1137B
Camp Schedule · Tutorial
Quality: 7,012 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, strings
SanguineChameleon's solution

1107.
1680C
Binary String · Tutorial
Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
SanguineChameleon's solution

1108.
1677A
Tokitsukaze and Strange Inequality · Tutorial
Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
SanguineChameleon's solution

1109.
1671D
Insert a Progression · Tutorial
Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
SanguineChameleon's solution

1110.
1665C
Tree Infection · Tutorial
Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees
SanguineChameleon's solution

1111.
1660E
Matrix and Shifts · Tutorial
Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
SanguineChameleon's solution

1112.
1660D
Maximum Product Strikes Back · Tutorial
Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers
SanguineChameleon's solution

1113.
1633D
Make Them Equal · Tutorial
Quality: 18,690 global accepts · Rating: 1600 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
SanguineChameleon's solution

1114.
1407C
Chocolate Bunny · Tutorial
Quality: 14,801 global accepts · Rating: 1600 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
SanguineChameleon's solution

1115.
1B
Spreadsheet · Tutorial
Quality: 26,313 global accepts · Rating: 1600 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
SanguineChameleon's solution

1116.
704A
Thor · Tutorial
Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
SanguineChameleon's solution

1117.
1234D
Distinct Characters Queries · Tutorial
Quality: 18,587 global accepts · Rating: 1600 · first AC: 2021-12-02 · last AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

1118.
510C
Fox And Names · Tutorial
Quality: 22,160 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings
SanguineChameleon's solution

1119.
1632C
Strange Test · Tutorial
Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
SanguineChameleon's solution

1120.
376C
Divisible by Seven · Tutorial
Rating: 1600 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
SanguineChameleon's solution

1121.
1615C
Menorah · Tutorial
Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math
SanguineChameleon's solution

1122.
1609D
Social Network · Tutorial
Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
SanguineChameleon's solution

1123.
1610C
Keshi Is Throwing a Party · Tutorial
Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
SanguineChameleon's solution

1124.
1612D
X-Magic Pair · Tutorial
Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
SanguineChameleon's solution

1125.
1513C
Add One · Tutorial
Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices
SanguineChameleon's solution

1126.
1498C
Planar Reflections · Tutorial
Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
SanguineChameleon's solution

1127.
1530D
Secret Santa · Tutorial
Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
SanguineChameleon's solution

1128.
1566D2
Seating Arrangements (hard version) · Tutorial
Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
SanguineChameleon's solution

1129.
1604D
Moderate Modular Mode · Tutorial
Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
SanguineChameleon's solution

1130.
1519D
Maximum Sum of Products · Tutorial
Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers
SanguineChameleon's solution

1131.
1520F1
Guess the K-th Zero (Easy version) · Tutorial
Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
SanguineChameleon's solution

1132.
1582D
Vupsen, Pupsen and 0 · Tutorial
Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

1133.
1511D
Min Cost String · Tutorial
Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
SanguineChameleon's solution

1134.
1523C
Compression and Expansion · Tutorial
Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
SanguineChameleon's solution

1135.
1255C
League of Leesins · Tutorial
Quality: 7,223 global accepts · Rating: 1600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
SanguineChameleon's solution

1136.
1567C
Carrying Conundrum · Tutorial
Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
SanguineChameleon's solution

1137.
1336A
Linova and Kingdom · Tutorial
Quality: 24,664 global accepts · Rating: 1600 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
SanguineChameleon's solution

1138.
1537E1
Erase and Extend (Easy Version) · Tutorial
Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
SanguineChameleon's solution

1139.
1184C1
Heidi and the Turing Test (Easy) · Tutorial
Quality: 2,938 global accepts · Rating: 1600 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
SanguineChameleon's solution

1140.
1512E
Permutation by Sum · Tutorial
Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
SanguineChameleon's solution

1141.
1514C
Product 1 Modulo N · Tutorial
Quality: 18,285 global accepts · Rating: 1600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
SanguineChameleon's solution

1142.
1539D
PriceFixed · Tutorial
Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
SanguineChameleon's solution

1143.
1455D
Sequence and Swaps · Tutorial
Quality: 13,204 global accepts · Rating: 1600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
SanguineChameleon's solution

1144.
1175B
Catch Overflow! · Tutorial
Quality: 12,430 global accepts · Rating: 1600 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation
SanguineChameleon's solution

1145.
1165D
Almost All Divisors · Tutorial
Quality: 19,718 global accepts · Rating: 1600 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
SanguineChameleon's solution

1146.
1458A
Row GCD · Tutorial
Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
SanguineChameleon's solution

1147.
1358C
Celex Update · Tutorial
Quality: 18,344 global accepts · Rating: 1600 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math
SanguineChameleon's solution

1148.
1225C
p-binary · Tutorial
Quality: 9,788 global accepts · Rating: 1600 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
SanguineChameleon's solution

1149.
1349A
Orac and LCM · Tutorial
Quality: 21,634 global accepts · Rating: 1600 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
SanguineChameleon's solution

1150.
1526C2
Potions (Hard Version) · Tutorial
Quality: 29,725 global accepts · Rating: 1600 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
SanguineChameleon's solution

1151.
1251C
Minimize The Integer · Tutorial
Quality: 14,335 global accepts · Rating: 1600 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
SanguineChameleon's solution

1152.
1476C
Longest Simple Cycle · Tutorial
Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

SanguineChameleon's solution

1153.
1481C
Fence Painting · Tutorial
Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
SanguineChameleon's solution

1154.
1352G
Special Permutation · Tutorial
Quality: 24,799 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
SanguineChameleon's solution

1155.
1423K
Lonely Numbers · Tutorial
Quality: 5,451 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers
SanguineChameleon's solution

1156.
1282B2
K for the Price of One (Hard Version) · Tutorial
Quality: 11,009 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
SanguineChameleon's solution

1157.
1486C1
Guessing the Greatest (easy version) · Tutorial
Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
SanguineChameleon's solution

1158.
1344A
Hilbert's Hotel · Tutorial
Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
SanguineChameleon's solution

1159.
1217B
Zmei Gorynich · Tutorial
Quality: 11,857 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
SanguineChameleon's solution

1160.
1151D
Stas and the Queue at the Buffet · Tutorial
Quality: 9,076 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
SanguineChameleon's solution

1161.
1468K
The Robot · Tutorial
Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
SanguineChameleon's solution

1162.
1503A
Balance the Bits · Tutorial
Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

1163.
1290A
Mind Control · Tutorial

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
SanguineChameleon's solution

1164.
1294D
MEX maximizing · Tutorial
Quality: 12,677 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
SanguineChameleon's solution

1165.
1482C
Basic Diplomacy · Tutorial
Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
SanguineChameleon's solution

1166.
1227D1
Optimal Subsequences (Easy Version) · Tutorial
Quality: 6,831 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
SanguineChameleon's solution

1167.
1198B
Welfare State · Tutorial
Quality: 9,987 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
SanguineChameleon's solution

1168.
1353D
Constructing the Array · Tutorial
Quality: 20,278 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
SanguineChameleon's solution

1169.
1528A
Parsa's Humongous Tree · Tutorial
Quality: 18,985 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
SanguineChameleon's solution

1170.
1140C
Playlist · Tutorial
Quality: 10,400 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
SanguineChameleon's solution

1171.
1527C
Sequence Pair Weight · Tutorial
Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
SanguineChameleon's solution

1172.
1452D
Radio Towers · Tutorial
Quality: 8,685 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
SanguineChameleon's solution

1173.
1348C
Phoenix and Distribution · Tutorial

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
SanguineChameleon's solution

1174.
1151B
Dima and a Bad XOR · Tutorial
Quality: 12,837 global accepts · Rating: 1600 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
SanguineChameleon's solution

1175.
2215A
Interval Mod · Tutorial
Quality: 2,482 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
SanguineChameleon's solution

1176.
2178D
Xmas or Hysteria · Tutorial
Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
SanguineChameleon's solution

1177.
2181M
Medical Parity · Tutorial
Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
SanguineChameleon's solution

1178.
2123F
Minimize Fixed Points · Tutorial
Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
SanguineChameleon's solution

1179.
2132E
Arithmetics Competition · Tutorial
Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search
SanguineChameleon's solution

1180.
2094G
Chimpanzini Bananini · Tutorial
Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
SanguineChameleon's solution

1181.
2161B
Make Connected · Tutorial
Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
SanguineChameleon's solution

1182.
2163B
Siga ta Kymata · Tutorial
Quality: 9,130 global accepts · Rating: 1700 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
SanguineChameleon's solution

1183.
1279D
Santa's Bot · Tutorial

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
SanguineChameleon's solution

1184.
1281C
Cut and Paste · Tutorial
Rating: 1700 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
SanguineChameleon's solution

1185.
2122C
Manhattan Pairs · Tutorial
Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
SanguineChameleon's solution

1186.
2124D
Make a Palindrome · Tutorial
Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
SanguineChameleon's solution

1187.
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
SanguineChameleon's solution

1188.
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
SanguineChameleon's solution

1189.
2023B
Skipping · Tutorial
Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
SanguineChameleon's solution

1190.
2018C
Tree Pruning · Tutorial
Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
SanguineChameleon's solution

1191.
2006A
Iris and Game on the Tree · Tutorial
Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
SanguineChameleon's solution

1192.
1975D
Paint the Tree · Tutorial
Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
SanguineChameleon's solution

1193.
546D
Soldier and Number Game · Tutorial

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
SanguineChameleon's solution

1194.
1970C2
Game on Tree (Medium) · Tutorial
Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
SanguineChameleon's solution

1195.
1942C2
Bessie's Birthday Cake (Hard Version) · Tutorial
Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
SanguineChameleon's solution

1196.
1950F
0, 1, 2, Tree! · Tutorial
Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees
SanguineChameleon's solution

1197.
1936A
Bitwise Operation Wizard · Tutorial
Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
SanguineChameleon's solution

1198.
1931F
Chat Screenshots · Tutorial
Quality: 12,006 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs
SanguineChameleon's solution

1199.
1916D
Mathematical Problem · Tutorial
Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
SanguineChameleon's solution

1200.
1896D
Ones and Twos · Tutorial
Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
SanguineChameleon's solution

1201.
1901D
Yet Another Monster Fight · Tutorial
Quality: 8,592 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math
SanguineChameleon's solution

1202.
1893B
Neutral Tonality · Tutorial
Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
SanguineChameleon's solution

1203.
1881F
Minimum Maximum Distance · Tutorial
Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
SanguineChameleon's solution

1204.
1879D
Sum of XOR Functions · Tutorial
Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
SanguineChameleon's solution

1205.
1873H
Mad City · Tutorial
Quality: 9,523 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees
SanguineChameleon's solution

1206.
1777C
Quiz Master · Tutorial
Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
SanguineChameleon's solution

1207.
1765D
Watch the Videos · Tutorial
Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, two pointers
SanguineChameleon's solution

1208.
1760G
SlavicG's Favorite Problem · Tutorial
Quality: 10,313 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
SanguineChameleon's solution

1209.
1422C
Bargain · Tutorial
Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
SanguineChameleon's solution

1210.
1618E
Singers' Tour · Tutorial
Quality: 7,789 global accepts · Rating: 1700 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

1211.
1735D
Meta-set · Tutorial
Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
SanguineChameleon's solution

1212.
1743D
Problem with Random Tests · Tutorial
Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities
SanguineChameleon's solution

1213.
1715C
Monoblock · Tutorial
Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
SanguineChameleon's solution

1214.
1722F
L-shapes · Tutorial
Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
SanguineChameleon's solution

1215.
295B
Greg and Graph · Tutorial
Quality: 17,657 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
SanguineChameleon's solution

1216.
1714G
Path Prefixes · Tutorial
Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
SanguineChameleon's solution

1217.
1619E
MEX and Increments · Tutorial
Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
SanguineChameleon's solution

1218.
1709D
Rorororobot · Tutorial
Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math
SanguineChameleon's solution

1219.
1042C
Array Product · Tutorial
Quality: 4,970 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

1220.
1478C
Nezzar and Symmetric Array · Tutorial
Quality: 10,623 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings
SanguineChameleon's solution

1221.
1706D1
Chopping Carrots (Easy Version) · Tutorial
Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
SanguineChameleon's solution

1222.
575D
Tablecity · Tutorial
Quality: 1,984 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
SanguineChameleon's solution

1223.
1658C
Shinju and the Lost Permutation · Tutorial
Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

1224.
1670D
Very Suspicious · Tutorial
Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math
SanguineChameleon's solution

1225.
1702F
Equate Multisets · Tutorial
Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory
SanguineChameleon's solution

1226.
1681D
Required Length · Tutorial
Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths
SanguineChameleon's solution

1227.
1687B
Railway System · Tutorial
Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
SanguineChameleon's solution

1228.
1688C
Manipulating History · Tutorial
Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
SanguineChameleon's solution

1229.
1690F
Shifting String · Tutorial
Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings
SanguineChameleon's solution

1230.
1699C
The Third Problem · Tutorial
Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
SanguineChameleon's solution

1231.
518D
Ilya and Escalator · Tutorial
Quality: 8,168 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
SanguineChameleon's solution

1232.
1692H
Gambling · Tutorial
Quality: 9,600 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
SanguineChameleon's solution

1233.
1693B
Fake Plastic Trees · Tutorial
Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
SanguineChameleon's solution

1234.
1695C
Zero Path · Tutorial
Quality: 14,052 global accepts · Rating: 1700 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
SanguineChameleon's solution

1235.
1700C
Helping the Nature · Tutorial
Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
SanguineChameleon's solution

1236.
427C
Checkposts · Tutorial
Quality: 16,895 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers
SanguineChameleon's solution

1237.
1037D
Valid BFS? · Tutorial
Quality: 19,098 global accepts · Rating: 1700 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
SanguineChameleon's solution

1238.
193A
Cutting Figure · Tutorial
Quality: 4,681 global accepts · Rating: 1700 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, trees
SanguineChameleon's solution

1239.
1684D
Traps · Tutorial
Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
SanguineChameleon's solution

1240.
1677B
Tokitsukaze and Meeting · Tutorial
Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
SanguineChameleon's solution

1241.
1672D
Cyclic Rotation · Tutorial
Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
SanguineChameleon's solution

1242.
1608C
Game Master · Tutorial
Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
SanguineChameleon's solution

1243.
1661C
Water the Trees · Tutorial
Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
SanguineChameleon's solution

1244.
1144F
Graph Without Long Directed Paths · Tutorial
Quality: 14,113 global accepts · Rating: 1700 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
SanguineChameleon's solution

1245.
1660F1
Promising String (easy version) · Tutorial
Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
SanguineChameleon's solution

1246.
1611E1
Escape The Maze (easy version) · Tutorial
Quality: 8,375 global accepts · Rating: 1700 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
SanguineChameleon's solution

1247.
1644D
Cross Coloring · Tutorial
Quality: 7,876 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
SanguineChameleon's solution

1248.
1628B
Peculiar Movie Preferences · Tutorial
Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
SanguineChameleon's solution

1249.
1626C
Monsters And Spells · Tutorial
Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
SanguineChameleon's solution

1250.
1625C
Road Optimization · Tutorial
Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp
SanguineChameleon's solution

1251.
1621C
Hidden Permutations · Tutorial
Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math
SanguineChameleon's solution

1252.
339D
Xenia and Bit Operations · Tutorial
Quality: 32,546 global accepts · Rating: 1700 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
SanguineChameleon's solution

1253.
126B
Password · Tutorial

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
SanguineChameleon's solution

1254.
1503B
3-Coloring · Tutorial
Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive
SanguineChameleon's solution

1255.
1561D1
Up the Strip (simplified version) · Tutorial
Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, math, number theory
SanguineChameleon's solution

1256.
1512G
Short Task · Tutorial
Quality: 9,390 global accepts · Rating: 1700 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
SanguineChameleon's solution

1257.
1580A
Portal · Tutorial
Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
SanguineChameleon's solution

1258.
1578H
Higher Order Functions · Tutorial
Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
SanguineChameleon's solution

1259.
1528B
Kavi on Pairing Duty · Tutorial
Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
SanguineChameleon's solution

1260.
1516C
Baby Ehab Partitions Again · Tutorial
Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
SanguineChameleon's solution

1261.
1491C
Pekora and Trampoline · Tutorial
Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
SanguineChameleon's solution

1262.
1562D1
Two Hundred Twenty One (easy version) · Tutorial
Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
SanguineChameleon's solution

1263.
1497E1
Square-Free Division (easy version) · Tutorial

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
SanguineChameleon's solution

1264.
1551D1
Domino (easy version) · Tutorial
Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

1265.
1550C
Manhattan Subarrays · Tutorial
Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation
SanguineChameleon's solution

1266.
1592C
Bakry and Partitioning · Tutorial
Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
SanguineChameleon's solution

1267.
1586C
Omkar and Determination · Tutorial
Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
SanguineChameleon's solution

1268.
1554B
Cobb · Tutorial
Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math
SanguineChameleon's solution

1269.
1538D
Another Problem About Dividing Numbers · Tutorial
Quality: 15,265 global accepts · Rating: 1700 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
SanguineChameleon's solution

1270.
1579F
Array Stabilization (AND version) · Tutorial
Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
SanguineChameleon's solution

1271.
1598D
Training Session · Tutorial
Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
SanguineChameleon's solution

1272.
1594D
The Number of Imposters · Tutorial
Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
SanguineChameleon's solution

1273.
1581C
Portal · Tutorial

Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
SanguineChameleon's solution

1274.
1557C
Moamen and XOR · Tutorial
Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
SanguineChameleon's solution

1275.
1209D
Cow and Snacks · Tutorial
Quality: 10,727 global accepts · Rating: 1700 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
SanguineChameleon's solution

1276.
2179E
Blackslex and Girls · Tutorial
Quality: 5,779 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math
SanguineChameleon's solution

1277.
2176D
Fibonacci Paths · Tutorial
Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings
SanguineChameleon's solution

1278.
2117F
Wildflower · Tutorial
Quality: 5,929 global accepts · Rating: 1800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees
SanguineChameleon's solution

1279.
2148F
Gravity Falls · Tutorial
Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
SanguineChameleon's solution

1280.
2164D
Copy String · Tutorial
Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · last AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
SanguineChameleon's solution

1281.
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
SanguineChameleon's solution

1282.
2006B
Iris and the Tree · Tutorial
Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
SanguineChameleon's solution

1283.
1970E1
Trails (Easy) · Tutorial
Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

SanguineChameleon's solution

1284.
1965B
Missing Subsequence Sum · Tutorial
Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
SanguineChameleon's solution

1285.
1922E
Increasing Subsequences · Tutorial
Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
SanguineChameleon's solution

1286.
1915G
Bicycles · Tutorial
Quality: 9,715 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings
SanguineChameleon's solution

1287.
1870D
Prefix Purchase · Tutorial
Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
SanguineChameleon's solution

1288.
1867D
Cyclic Operations · Tutorial
Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
SanguineChameleon's solution

1289.
1872F
Selling a Menagerie · Tutorial
Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math
SanguineChameleon's solution

1290.
1852B
Imbalanced Arrays · Tutorial
Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
SanguineChameleon's solution

1291.
1824B1
LuoTianyi and the Floating Islands (Easy Version) · Tutorial
Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees
SanguineChameleon's solution

1292.
1775D
Friendly Spiders · Tutorial
Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
SanguineChameleon's solution

1293.
1780D
Bit Guessing Game · Tutorial

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
SanguineChameleon's solution

1294.
1781D
Many Perfect Squares · Tutorial
Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
SanguineChameleon's solution

1295.
1324F
Maximum White Subtree · Tutorial
Quality: 13,069 global accepts · Rating: 1800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
SanguineChameleon's solution

1296.
652C
Foe Pairs · Tutorial
Quality: 3,759 global accepts · Rating: 1800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, sortings, two pointers
SanguineChameleon's solution

1297.
1195D2
Submarine in the Rybinsk Sea (hard edition) · Tutorial
Quality: 4,898 global accepts · Rating: 1800 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
SanguineChameleon's solution

1298.
120H
Brevity is Soul of Wit · Tutorial
Quality: 1,590 global accepts · Rating: 1800 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings
SanguineChameleon's solution

1299.
120G
Boom · Tutorial
Quality: 719 global accepts · Rating: 1800 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
SanguineChameleon's solution

1300.
1758D
Range = " Sum Tutorial
Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
SanguineChameleon's solution

1301.
1759F
All Possible Digits · Tutorial
Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory
SanguineChameleon's solution

1302.
1750D
Count GCD · Tutorial
Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
SanguineChameleon's solution

1303.
1740E
Hanging Hearts · Tutorial
Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

SanguineChameleon's solution

1304.
1732C1
Sheikh (Easy version) · Tutorial
Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
SanguineChameleon's solution

1305.
1734D
Slime Escape · Tutorial
Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
SanguineChameleon's solution

1306.
1720D1
Xor-Subsequence (easy version) · Tutorial
Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
SanguineChameleon's solution

1307.
1721D
Maximum AND · Tutorial
Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
SanguineChameleon's solution

1308.
1729E
Guess the Cycle Size · Tutorial
Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities
SanguineChameleon's solution

1309.
1725H
Hot Black Hot White · Tutorial
Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

1310.
1725M
Moving Both Hands · Tutorial
Quality: 4,389 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
SanguineChameleon's solution

1311.
1728D
Letter Picking · Tutorial
Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers
SanguineChameleon's solution

1312.
33B
String Problem · Tutorial
Quality: 5,722 global accepts · Rating: 1800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths
SanguineChameleon's solution

1313.
1718A1
Burenka and Traditions (easy version) · Tutorial
Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
SanguineChameleon's solution

1314.
1713D
Tournament Countdown · Tutorial
Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
SanguineChameleon's solution

1315.
73C
LionAge II · Tutorial
Quality: 2,488 global accepts · Rating: 1800 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dp
SanguineChameleon's solution

1316.
1709C
Recover an RBS · Tutorial
Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
SanguineChameleon's solution

1317.
1705D
Mark and Lightbulbs · Tutorial
Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
SanguineChameleon's solution

1318.
1678B2
Tokitsukaze and Good 01-String (hard version) · Tutorial
Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
SanguineChameleon's solution

1319.
1691D
Max GEQ Sum · Tutorial
Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
SanguineChameleon's solution

1320.
983B
XOR-pyramid · Tutorial
Quality: 6,307 global accepts · Rating: 1800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp
SanguineChameleon's solution

1321.
58C
Trees · Tutorial
Quality: 2,264 global accepts · Rating: 1800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force
SanguineChameleon's solution

1322.
300C
Beautiful Numbers · Tutorial
Quality: 11,758 global accepts · Rating: 1800 · first AC: 2022-04-17 · last AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics
SanguineChameleon's solution

1323.
1666L
Labyrinth · Tutorial
Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · last AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
SanguineChameleon's solution

1324.
1326D2
Prefix-Suffix Palindrome (Hard version) · Tutorial
Quality: 11,754 global accepts · Rating: 1800 · first AC: 2022-05-15 · last AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
SanguineChameleon's solution

1325.
1675F
Vlad and Unfinished Business · Tutorial
Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
SanguineChameleon's solution

1326.
1674F
Desktop Rearrangement · Tutorial
Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
SanguineChameleon's solution

1327.
161D
Distance in Tree · Tutorial
Quality: 19,175 global accepts · Rating: 1800 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
SanguineChameleon's solution

1328.
687B
Remainders Game · Tutorial
Quality: 6,849 global accepts · Rating: 1800 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory
SanguineChameleon's solution

1329.
1666C
Connect the Points · Tutorial
Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry
SanguineChameleon's solution

1330.
1296E1
String Coloring (easy version) · Tutorial
Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings
SanguineChameleon's solution

1331.
1648B
Integral Array · Tutorial
Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
SanguineChameleon's solution

1332.
1635D
Infinite Set · Tutorial
Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
SanguineChameleon's solution

1333.
1637D
Yet Another Minimization Problem · Tutorial
Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

SanguineChameleon's solution

1334.
471D
MUH and Cube Walls · Tutorial
Quality: 10,275 global accepts · Rating: 1800 · first AC: 2022-02-08 · last AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings
SanguineChameleon's solution

1335.
1630B
Range and Partition · Tutorial
Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
SanguineChameleon's solution

1336.
1280B
Beingawesomeism · Tutorial
Quality: 4,203 global accepts · Rating: 1800 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
SanguineChameleon's solution

1337.
706D
Vasiliy's Multiset · Tutorial
Quality: 12,583 global accepts · Rating: 1800 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees
SanguineChameleon's solution

1338.
948D
Perfect Security · Tutorial
Rating: 1800 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings, trees
SanguineChameleon's solution

1339.
1619D
New Year's Problem · Tutorial
Quality: 8,460 global accepts · Rating: 1800 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
SanguineChameleon's solution

1340.
1620C
BA-String · Tutorial
Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math
SanguineChameleon's solution

1341.
1617D1
Too Many Impostors (easy version) · Tutorial
Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive
SanguineChameleon's solution

1342.
1477A
Nezzar and Board · Tutorial
Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
SanguineChameleon's solution

1343.
1552D
Array Differentiation · Tutorial
Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dfs and similar, dp, graphs, math
SanguineChameleon's solution

1344.
1509C
The Sports Festival · Tutorial
Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
SanguineChameleon's solution

1345.
1575D
Divisible by Twenty-Five · Tutorial
Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp
SanguineChameleon's solution

1346.
1508B
Almost Sorted · Tutorial
Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
SanguineChameleon's solution

1347.
1582F1
Korney Korneevich and XOR (easy version) · Tutorial
Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
SanguineChameleon's solution

1348.
1548B
Integers Have Friends · Tutorial
Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
SanguineChameleon's solution

1349.
1572A
Book · Tutorial
Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
SanguineChameleon's solution

1350.
1586D
Omkar and the Meaning of Life · Tutorial
Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
SanguineChameleon's solution

1351.
1535D
Playoff Tournament · Tutorial
Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
SanguineChameleon's solution

1352.
1491D
Zookeeper and The Infinite Zoo · Tutorial
Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
SanguineChameleon's solution

1353.
1500A
Going Home · Tutorial
Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation,

math
SanguineChameleon's solution

1354.
1560E
Polycarp and String Transformation · Tutorial
Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings
SanguineChameleon's solution

1355.
1556D
Take a Guess · Tutorial
Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
SanguineChameleon's solution

1356.
1556C
Compressed Bracket Sequence · Tutorial
Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
SanguineChameleon's solution

1357.
1549D
Integers Have Friends · Tutorial
Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
SanguineChameleon's solution

1358.
1517D
Explorer Space · Tutorial
Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
SanguineChameleon's solution

1359.
3C
Tic-tac-toe · Tutorial
Quality: 8,278 global accepts · Rating: 1800 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation
SanguineChameleon's solution

1360.
61D
Eternal Victory · Tutorial
Quality: 7,639 global accepts · Rating: 1800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees
SanguineChameleon's solution

1361.
2154D
Catshock · Tutorial
Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers
SanguineChameleon's solution

1362.
2180C
XOR-factorization · Tutorial
Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
SanguineChameleon's solution

1363.
2180D
Insolvable Disks · Tutorial
Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy,

math
SanguineChameleon's solution

1364.
2173D
Taiga's Carry Chains · Tutorial
Quality: 3,638 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
SanguineChameleon's solution

1365.
2117G
Omg Graph · Tutorial
Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings
SanguineChameleon's solution

1366.
2131F
Unjust Binary Life · Tutorial
Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
SanguineChameleon's solution

1367.
2094H
La Vaca Saturno Saturnita · Tutorial
Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory
SanguineChameleon's solution

1368.
2137F
Prefix Maximum Invariance · Tutorial
Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings
SanguineChameleon's solution

1369.
2148G
Farmer John's Last Wish · Tutorial
Quality: 4,191 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory
SanguineChameleon's solution

1370.
2149F
Nezuko in the Clearing · Tutorial
Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
SanguineChameleon's solution

1371.
2157E
Adjusting Drones · Tutorial
Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · last AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
SanguineChameleon's solution

1372.
2156D
Find the Last Number · Tutorial
Quality: 5,370 global accepts · Rating: 1900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
SanguineChameleon's solution

1373.
2165B
Marble Council · Tutorial
Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings
SanguineChameleon's solution

1374.
2053E
Resourceful Caterpillar Sequence · Tutorial
Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
SanguineChameleon's solution

1375.
2018B
Speedbreaker · Tutorial
Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
SanguineChameleon's solution

1376.
1991E
Coloring Game · Tutorial
Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
SanguineChameleon's solution

1377.
1991D
Prime XOR Coloring · Tutorial
Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
SanguineChameleon's solution

1378.
1994D
Funny Game · Tutorial
Quality: 7,393 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
SanguineChameleon's solution

1379.
1970G1
Min-Fund Prison (Easy) · Tutorial
Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees
SanguineChameleon's solution

1380.
1970B1
Exact Neighbours (Easy) · Tutorial
Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
SanguineChameleon's solution

1381.
1970C3
Game on Tree (Hard) · Tutorial
Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
SanguineChameleon's solution

1382.
1950G
Shuffling Songs · Tutorial
Quality: 6,075 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
SanguineChameleon's solution

1383.
1946D
Birthday Gift · Tutorial
Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
SanguineChameleon's solution

1384.
1938C
Bit Counting Sequence · Tutorial
Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

1385.
1929D
Sasha and a Walk in the City · Tutorial
Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
SanguineChameleon's solution

1386.
1928D
Lonely Mountain Dungeons · Tutorial
Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
SanguineChameleon's solution

1387.
1927F
Microcycle · Tutorial
Quality: 5,386 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
SanguineChameleon's solution

1388.
1922D
Berserk Monsters · Tutorial
Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
SanguineChameleon's solution

1389.
1921F
Sum of Progression · Tutorial
Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math
SanguineChameleon's solution

1390.
1909D
Split Plus K · Tutorial
Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
SanguineChameleon's solution

1391.
1914F
Programming Competition · Tutorial
Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
SanguineChameleon's solution

1392.
1899G
Unusual Entertainment · Tutorial
Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers
SanguineChameleon's solution

1393.
1878F
Vasilije Loves Number Theory · Tutorial
Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
SanguineChameleon's solution

1394.
1787D
Game on Axis · Tutorial
Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
SanguineChameleon's solution

1395.
1777D
Score of a Tree · Tutorial
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SanguineChameleon's solution

1396.
1746D
Paths on the Tree · Tutorial
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SanguineChameleon's solution

1397.
1092F
Tree with Maximum Cost · Tutorial
Quality: 10,842 global accepts · Rating: 1900 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
SanguineChameleon's solution

1398.
120J
Minimum Sum · Tutorial
Quality: 1,024 global accepts · Rating: 1900 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, geometry, sortings
SanguineChameleon's solution

1399.
1759G
Restore the Permutation · Tutorial
Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
SanguineChameleon's solution

1400.
959E
Mahmoud and Ehab and the xor-MST · Tutorial
Quality: 3,767 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, implementation, math
SanguineChameleon's solution

1401.
1747D
Yet Another Problem · Tutorial
Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
SanguineChameleon's solution

1402.
1749D
Counting Arrays · Tutorial
Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

SanguineChameleon's solution

1403.
1738D
Permutation Addicts · Tutorial
Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
SanguineChameleon's solution

1404.
1739D
Reset K Edges · Tutorial
Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
SanguineChameleon's solution

1405.
1744E2
Divisible Numbers (hard version) · Tutorial
Quality: 6,699 global accepts · Rating: 1900 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
SanguineChameleon's solution

1406.
1715D
2+ doors · Tutorial
Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
SanguineChameleon's solution

1407.
1717D
Madoka and The Corruption Scheme · Tutorial
Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
SanguineChameleon's solution

1408.
1729F
Kirei and the Linear Function · Tutorial
Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math
SanguineChameleon's solution

1409.
25C
Roads in Berland · Tutorial
Quality: 8,071 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
SanguineChameleon's solution

1410.
1718A2
Burenka and Traditions (hard version) · Tutorial
Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
SanguineChameleon's solution

1411.
1704D
Magical Array · Tutorial
Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
SanguineChameleon's solution

1412.
1714F
Build a Tree and That Is It · Tutorial
Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees
SanguineChameleon's solution

1413.
1585D
Yet Another Sorting Problem · Tutorial
Quality: 4,385 global accepts · Rating: 1900 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
SanguineChameleon's solution

1414.
1707B
Difference Array · Tutorial
Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings
SanguineChameleon's solution

1415.
1659D
Reverse Sort Sum · Tutorial
Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers
SanguineChameleon's solution

1416.
1701D
Permutation Restoration · Tutorial
Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
SanguineChameleon's solution

1417.
1702G1
Passable Paths (easy version) · Tutorial
Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees
SanguineChameleon's solution

1418.
1679D
Toss a Coin to Your Graph... · Tutorial
Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs
SanguineChameleon's solution

1419.
1689D
Lena and Matrix · Tutorial
Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths
SanguineChameleon's solution

1420.
1696D
Permutation Graph · Tutorial
Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
SanguineChameleon's solution

1421.
1697D
Guess The String · Tutorial
Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
SanguineChameleon's solution

1422.
1700D
River Locks · Tutorial
Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math
SanguineChameleon's solution

1423.
1311F
Moving Points · Tutorial
Quality: 4,842 global accepts · Rating: 1900 · first AC: 2022-03-06 · last AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings
SanguineChameleon's solution

1424.
1245D
Shichikuji and Power Grid · Tutorial
Quality: 9,602 global accepts · Rating: 1900 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees
SanguineChameleon's solution

1425.
1276B
Two Fairs · Tutorial
Quality: 5,668 global accepts · Rating: 1900 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
SanguineChameleon's solution

1426.
1677C
Tokitsukaze and Two Colorful Tapes · Tutorial
Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
SanguineChameleon's solution

1427.
717D
Dexterina's Lab · Tutorial
Quality: 1,584 global accepts · Rating: 1900 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: games, matrices, probabilities
SanguineChameleon's solution

1428.
1601B
Frog Traveler · Tutorial
Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-26 · last AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
SanguineChameleon's solution

1429.
1673D
Lost Arithmetic Progression · Tutorial
Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
SanguineChameleon's solution

1430.
685B
Kay and Snowflake · Tutorial
Quality: 5,356 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
SanguineChameleon's solution

1431.
1661D
Progressions Covering · Tutorial
Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
SanguineChameleon's solution

1432.
1081E
Missing Numbers · Tutorial
Quality: 2,820 global accepts · Rating: 1900 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
SanguineChameleon's solution

1433.
1656D
K-good · Tutorial
Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
SanguineChameleon's solution

1434.
1611E2
Escape The Maze (hard version) · Tutorial
Quality: 4,314 global accepts · Rating: 1900 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees
SanguineChameleon's solution

1435.
1647D
Madoka and the Best School in Russia · Tutorial
Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
SanguineChameleon's solution

1436.
1651D
Nearest Excluded Points · Tutorial
Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths
SanguineChameleon's solution

1437.
1650E
Rescheduling the Exam · Tutorial
Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
SanguineChameleon's solution

1438.
1648C
Tyler and Strings · Tutorial
Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation
SanguineChameleon's solution

1439.
597C
Subsequences · Tutorial
Quality: 6,604 global accepts · Rating: 1900 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
SanguineChameleon's solution

1440.
909E
Coprocessor · Tutorial
Quality: 2,462 global accepts · Rating: 1900 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
SanguineChameleon's solution

1441.
1644E
Expand the Path · Tutorial
Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math
SanguineChameleon's solution

1442.
472D
Design Tutorial: Inverse the Problem · Tutorial
Quality: 6,525 global accepts · Rating: 1900 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

SanguineChameleon's solution

1443.
1624G
MinOr Tree · Tutorial
Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
SanguineChameleon's solution

1444.
25D
Roads not only in Berland · Tutorial
Quality: 15,577 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees
SanguineChameleon's solution

1445.
456D
A Lot of Games · Tutorial
Rating: 1900 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, strings
SanguineChameleon's solution

1446.
1627D
Not Adding · Tutorial
Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
SanguineChameleon's solution

1447.
20C
Dijkstra? · Tutorial
Quality: 46,873 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
SanguineChameleon's solution

1448.
1558B
Up the Strip · Tutorial
Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers
SanguineChameleon's solution

1449.
1482D
Playlist · Tutorial
Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths
SanguineChameleon's solution

1450.
1620E
Replace the Numbers · Tutorial
Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
SanguineChameleon's solution

1451.
1613D
MEX Sequences · Tutorial
Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
SanguineChameleon's solution

1452.
1543C
Need for Pink Slips · Tutorial
Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities
SanguineChameleon's solution

1453.
1545B
AquaMoon and Chess · Tutorial
Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
SanguineChameleon's solution

1454.
1561D2
Up the Strip · Tutorial
Rating: 1900 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
SanguineChameleon's solution

1455.
1527B2
Palindrome Game (hard version) · Tutorial
Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
SanguineChameleon's solution

1456.
1547F
Array Stabilization (GCD version) · Tutorial
Quality: 6,951 global accepts · Rating: 1900 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
SanguineChameleon's solution

1457.
1600E
Array Game · Tutorial
Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, two pointers
SanguineChameleon's solution

1458.
1492D
Genius's Gambit · Tutorial
Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
SanguineChameleon's solution

1459.
1560F1
Nearest Beautiful Number (easy version) · Tutorial
Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
SanguineChameleon's solution

1460.
1508A
Binary Literature · Tutorial
Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
SanguineChameleon's solution

1461.
1569D
Inconvenient Pairs · Tutorial
Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
SanguineChameleon's solution

1462.
1494C
1D Sokoban · Tutorial
Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
SanguineChameleon's solution

1463.
1593D2
Half of Same · Tutorial
Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
SanguineChameleon's solution

1464.
1486C2
Guessing the Greatest (hard version) · Tutorial
Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
SanguineChameleon's solution

1465.
999D
Equalize the Remainders · Tutorial
Quality: 4,897 global accepts · Rating: 1900 · first AC: 2021-05-24 · Python 3 (first AC) · Tags: data structures, greedy, implementation
SanguineChameleon's solution

1466.
2215B
RReeppeettiittiioonn · Tutorial
Quality: 1,003 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory
SanguineChameleon's solution

1467.
2178E
Flatten or Concatenate · Tutorial
Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
SanguineChameleon's solution

1468.
2179F
Blackslex and Another RGB Walking · Tutorial
Quality: 2,747 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees
SanguineChameleon's solution

1469.
2154C2
No Cost Too Great (Hard Version) · Tutorial
Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
SanguineChameleon's solution

1470.
2181D
Doorway · Tutorial
Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
SanguineChameleon's solution

1471.
2126F
1-1-1, Free Tree! · Tutorial
Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
SanguineChameleon's solution

1472.
2131G
Wafu! · Tutorial
Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
SanguineChameleon's solution

1473.
2158D
Palindrome Flipping · Tutorial
Quality: 3,283 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
SanguineChameleon's solution

1474.
2171G
Sakura Adachi and Optimal Sequences · Tutorial
Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math
SanguineChameleon's solution

1475.
2171E
Anisphia Wynn Palettia and Good Permutations · Tutorial
Quality: 3,652 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory
SanguineChameleon's solution

1476.
2165C
Binary Wine · Tutorial
Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
SanguineChameleon's solution

1477.
895C
Square Subsets · Tutorial
Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-11-02 · last AC: 2025-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
SanguineChameleon's solution

1478.
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
SanguineChameleon's solution

1479.
2057D
Gifts Order · Tutorial
Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices
SanguineChameleon's solution

1480.
2048E
Kevin and Bipartite Graph · Tutorial
Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
SanguineChameleon's solution

1481.
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
SanguineChameleon's solution

1482.
1970E2
Trails (Medium) · Tutorial
Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
SanguineChameleon's solution

1483.
1951E
No Palindromes · Tutorial
Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
SanguineChameleon's solution

1484.
1951D
Buying Jewels · Tutorial
Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

1485.
1943B
Non-Palindromic Substring · Tutorial
Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-17 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
SanguineChameleon's solution

1486.
1936B
Pinball · Tutorial
Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
SanguineChameleon's solution

1487.
1923E
Count Paths · Tutorial
Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
SanguineChameleon's solution

1488.
1931G
One-Dimensional Puzzle · Tutorial
Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
SanguineChameleon's solution

1489.
1900D
Small GCD · Tutorial
Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
SanguineChameleon's solution

1490.
1893C
Freedom of Choice · Tutorial
Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
SanguineChameleon's solution

1491.
1881G
Anya and the Mysterious String · Tutorial
Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
SanguineChameleon's solution

1492.
1867E1
Salyg1n and Array (simple version) · Tutorial
Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
SanguineChameleon's solution

1493.
1872G
Replace With Product · Tutorial
Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
SanguineChameleon's solution

1494.
242E
XOR on Segment · Tutorial
Quality: 11,854 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures
SanguineChameleon's solution

1495.
237E
Build String · Tutorial
Quality: 2,006 global accepts · Rating: 2000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
SanguineChameleon's solution

1496.
1764D
Doremy's Pegging Game · Tutorial
Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
SanguineChameleon's solution

1497.
1616D
Keep the Average High · Tutorial
Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
SanguineChameleon's solution

1498.
1618F
Reverse · Tutorial
Quality: 4,733 global accepts · Rating: 2000 · first AC: 2022-10-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
SanguineChameleon's solution

1499.
1753C
Wish I Knew How to Sort · Tutorial
Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
SanguineChameleon's solution

1500.
1733D2
Zero-One (Hard Version) · Tutorial
Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
SanguineChameleon's solution

1501.
1744F
MEX vs MED · Tutorial
Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers
SanguineChameleon's solution

1502.
1741F
Multi-Colored Segments · Tutorial
Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings
SanguineChameleon's solution

1503.
1725C
Circular Mirror · Tutorial
Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics,

geometry, math, two pointers
SanguineChameleon's solution

1504.
1726D
Edge Split · Tutorial
Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
SanguineChameleon's solution

1505.
958C2
Encryption (medium) · Tutorial
Quality: 1,378 global accepts · Rating: 2000 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dp
SanguineChameleon's solution

1506.
1426F
Number of Subsequences · Tutorial
Quality: 6,162 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, strings
SanguineChameleon's solution

1507.
1718B
Fibonacci Strings · Tutorial
Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
SanguineChameleon's solution

1508.
1712D
Empty Graph · Tutorial
Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
SanguineChameleon's solution

1509.
1716D
Chip Move · Tutorial
Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
SanguineChameleon's solution

1510.
1716C
Robot in a Hallway · Tutorial
Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
SanguineChameleon's solution

1511.
578C
Weakness and Poorness · Tutorial
Quality: 5,181 global accepts · Rating: 2000 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: ternary search
SanguineChameleon's solution

1512.
1622D
Shuffle · Tutorial
Quality: 4,645 global accepts · Rating: 2000 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
SanguineChameleon's solution

1513.
478D
Red-Green Towers · Tutorial
Quality: 7,142 global accepts · Rating: 2000 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dp
SanguineChameleon's solution

1514.
413D
2048 · Tutorial
Quality: 908 global accepts · Rating: 2000 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
SanguineChameleon's solution

1515.
235B
Let's Play Osu! · Tutorial
Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
SanguineChameleon's solution

1516.
1624E
Masha-forgetful · Tutorial
Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
SanguineChameleon's solution

1517.
374A
Inna and Pink Pony · Tutorial
Quality: 3,094 global accepts · Rating: 2000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

1518.
1624F
Interacdive Problem · Tutorial
Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
SanguineChameleon's solution

1519.
1632D
New Year Concert · Tutorial
Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
SanguineChameleon's solution

1520.
1672F1
Array Shuffling · Tutorial
Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
SanguineChameleon's solution

1521.
1702G2
Passable Paths (hard version) · Tutorial
Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
SanguineChameleon's solution

1522.
1682D
Circular Spanning Tree · Tutorial
Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees
SanguineChameleon's solution

1523.
1690G
Count the Trains · Tutorial
Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings
SanguineChameleon's solution

1524.
1696E
Placing Jinas · Tutorial
Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
SanguineChameleon's solution

1525.
1288D
Minimax Problem · Tutorial
Quality: 8,286 global accepts · Rating: 2000 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp
SanguineChameleon's solution

1526.
776D
The Door Problem · Tutorial
Quality: 6,215 global accepts · Rating: 2000 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
SanguineChameleon's solution

1527.
877E
Danil and a Part-time Job · Tutorial
Quality: 5,496 global accepts · Rating: 2000 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees
SanguineChameleon's solution

1528.
248C
Robo-Footballer · Tutorial
Quality: 902 global accepts · Rating: 2000 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry
SanguineChameleon's solution

1529.
1685B
Linguistics · Tutorial
Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings
SanguineChameleon's solution

1530.
1680E
Moving Chips · Tutorial
Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
SanguineChameleon's solution

1531.
1665D
GCD Guess · Tutorial
Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · last AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
SanguineChameleon's solution

1532.
453B
Little Pony and Harmony Chest · Tutorial
Quality: 5,401 global accepts · Rating: 2000 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
SanguineChameleon's solution

1533.
1209E1
Rotate Columns (easy version) · Tutorial
Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
SanguineChameleon's solution

1534.
1674G
Remove Directed Edges · Tutorial

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
SanguineChameleon's solution

1535.
1674E
Breaking the Wall · Tutorial
Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
SanguineChameleon's solution

1536.
1438C
Engineer Artem · Tutorial
Quality: 11,627 global accepts · Rating: 2000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
SanguineChameleon's solution

1537.
1296E2
String Coloring (hard version) · Tutorial
Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
SanguineChameleon's solution

1538.
1657D
For Gamers. By Gamers. · Tutorial
Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings
SanguineChameleon's solution

1539.
1634D
Finding Zero · Tutorial
Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
SanguineChameleon's solution

1540.
1638D
Big Brush · Tutorial
Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
SanguineChameleon's solution

1541.
522D
Closest Equals · Tutorial
Quality: 4,047 global accepts · Rating: 2000 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures
SanguineChameleon's solution

1542.
1646D
Weight the Tree · Tutorial
Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
SanguineChameleon's solution

1543.
777E
Hanoi Factory · Tutorial
Quality: 4,751 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
SanguineChameleon's solution

1544.
669E
Little Artem and Time Machine · Tutorial

Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

1545.
1641B
Repetitions Decoding · Tutorial
Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
SanguineChameleon's solution

1546.
432D
Prefixes and Suffixes · Tutorial
Quality: 11,988 global accepts · Rating: 2000 · first AC: 2021-11-30 · last AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers
SanguineChameleon's solution

1547.
1619G
Unusual Minesweeper · Tutorial
Quality: 2,735 global accepts · Rating: 2000 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings
SanguineChameleon's solution

1548.
449B
Jzzhu and Cities · Tutorial
Quality: 10,593 global accepts · Rating: 2000 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
SanguineChameleon's solution

1549.
59E
Shortest Path · Tutorial
Quality: 4,811 global accepts · Rating: 2000 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
SanguineChameleon's solution

1550.
920F
SUM and REPLACE · Tutorial
Quality: 8,599 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory
SanguineChameleon's solution

1551.
1619F
Let's Play the Hat? · Tutorial
Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
SanguineChameleon's solution

1552.
1620D
Exact Change · Tutorial
Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
SanguineChameleon's solution

1553.
1613E
Crazy Robot · Tutorial
Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
SanguineChameleon's solution

1554.
1610D
Not Quite Lee · Tutorial

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
SanguineChameleon's solution

1555.
1612E
Messages · Tutorial
Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
SanguineChameleon's solution

1556.
1588B
Guess the Permutation · Tutorial
Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive
SanguineChameleon's solution

1557.
1551E
Fixed Points · Tutorial
Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp
SanguineChameleon's solution

1558.
1599C
Bubble Strike · Tutorial
Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search
SanguineChameleon's solution

1559.
1481D
AB Graph · Tutorial
Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
SanguineChameleon's solution

1560.
1493C
K-beautiful Strings · Tutorial
Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
SanguineChameleon's solution

1561.
1514D
Cut and Stick · Tutorial
Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
SanguineChameleon's solution

1562.
1558C
Bottom-Tier Reversals · Tutorial
Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

1563.
1521C
Nastia and a Hidden Permutation · Tutorial
Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
SanguineChameleon's solution

1564.
1506G
Maximize the Remaining String · Tutorial

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
SanguineChameleon's solution

1565.
1574D
The Strongest Build · Tutorial
Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
SanguineChameleon's solution

1566.
1487E
Cheap Dinner · Tutorial
Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
SanguineChameleon's solution

1567.
1536D
Omkar and Medians · Tutorial
Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
SanguineChameleon's solution

1568.
1582E
Pchelyonok and Segments · Tutorial
Quality: 4,215 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
SanguineChameleon's solution

1569.
475D
CGCDSSQ · Tutorial
Quality: 6,510 global accepts · Rating: 2000 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math
SanguineChameleon's solution

1570.
1567D
Expression Evaluation Error · Tutorial
Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
SanguineChameleon's solution

1571.
2183E
LCM is Legendary Counting Master · Tutorial
Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
SanguineChameleon's solution

1572.
2183D2
Tree Coloring (Hard Version) · Tutorial
Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
SanguineChameleon's solution

1573.
2123G
Modular Sorting · Tutorial
Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
SanguineChameleon's solution

1574.
2170E
Binary Strings and Blocks · Tutorial
Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
SanguineChameleon's solution

1575.
2132F
Rada and the Chamomile Valley · Tutorial
Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
SanguineChameleon's solution

1576.
2149G
Buratsuta 3 · Tutorial
Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities
SanguineChameleon's solution

1577.
2162F
Beautiful Intervals · Tutorial
Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

1578.
2161D
Locked Out · Tutorial
Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
SanguineChameleon's solution

1579.
2169D2
Removal of a Sequence (Hard Version) · Tutorial
Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory
SanguineChameleon's solution

1580.
2124E
Make it Zero · Tutorial
Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
SanguineChameleon's solution

1581.
1975E
Chain Queries · Tutorial
Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
SanguineChameleon's solution

1582.
1970B2
Exact Neighbours (Medium) · Tutorial
Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
SanguineChameleon's solution

1583.
1970D1
Arithmancy (Easy) · Tutorial
Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings
SanguineChameleon's solution

1584.
1942D
Learning to Paint · Tutorial
Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
SanguineChameleon's solution

1585.
1938J
There and Back Again · Tutorial
Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

1586.
1933F
Turtle Mission: Robot and the Earthquake · Tutorial
Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
SanguineChameleon's solution

1587.
1924B
Space Harbour · Tutorial
Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings
SanguineChameleon's solution

1588.
1919D
01 Tree · Tutorial
Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
SanguineChameleon's solution

1589.
1914G1
Light Bulbs (Easy Version) · Tutorial
Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
SanguineChameleon's solution

1590.
1913D
Array Collapse · Tutorial
Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees
SanguineChameleon's solution

1591.
1900E
Transitive Graph · Tutorial
Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
SanguineChameleon's solution

1592.
1886D
Monocarp and the Set · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math
SanguineChameleon's solution

1593.
128B
String · Tutorial
Quality: 2,873 global accepts · Rating: 2100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

SanguineChameleon's solution

1594.
752E
Santa Claus and Tangerines · Tutorial
Rating: 2100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers
SanguineChameleon's solution

1595.
1762D
GCD Queries · Tutorial
Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory
SanguineChameleon's solution

1596.
1207F
Remainder Problem · Tutorial
Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
SanguineChameleon's solution

1597.
1787E
The Harmonization of XOR · Tutorial
Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
SanguineChameleon's solution

1598.
1775E
The Human Equation · Tutorial
Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
SanguineChameleon's solution

1599.
1187E
Tree Painting · Tutorial
Quality: 11,281 global accepts · Rating: 2100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
SanguineChameleon's solution

1600.
1771D
Hossam and (sub-)palindromic tree · Tutorial
Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees
SanguineChameleon's solution

1601.
1761D
Carry Bit · Tutorial
Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
SanguineChameleon's solution

1602.
1748D
ConstructOR · Tutorial
Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
SanguineChameleon's solution

1603.
1598E
Staircases · Tutorial
Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

SanguineChameleon's solution

1604.
1734E
Rectangular Congruence · Tutorial
Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
SanguineChameleon's solution

1605.
1732C2
Sheikh (Hard Version) · Tutorial
Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
SanguineChameleon's solution

1606.
1265E
Beautiful Mirrors · Tutorial
Quality: 4,521 global accepts · Rating: 2100 · first AC: 2022-09-26 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, probabilities
SanguineChameleon's solution

1607.
1312E
Array Shrinking · Tutorial
Quality: 7,378 global accepts · Rating: 2100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
SanguineChameleon's solution

1608.
372C
Watching Fireworks is Fun · Tutorial
Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
SanguineChameleon's solution

1609.
1729G
Cut Substrings · Tutorial
Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers
SanguineChameleon's solution

1610.
1483C
Skyline Photo · Tutorial
Rating: 2100 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
SanguineChameleon's solution

1611.
1710B
Rain · Tutorial
Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
SanguineChameleon's solution

1612.
734E
Anton and Tree · Tutorial
Quality: 5,236 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
SanguineChameleon's solution

1613.
343D
Water Tree · Tutorial
Quality: 6,848 global accepts · Rating: 2100 · first AC: 2022-06-01 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

SanguineChameleon's solution

1614.
1392E
Omkar and Duck · Tutorial
Quality: 3,747 global accepts · Rating: 2100 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
SanguineChameleon's solution

1615.
319C
Kalila and Dimna in the Logging Industry · Tutorial
Quality: 6,590 global accepts · Rating: 2100 · first AC: 2022-06-15 · last AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
SanguineChameleon's solution

1616.
1278D
Segment Tree · Tutorial
Quality: 4,328 global accepts · Rating: 2100 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees
SanguineChameleon's solution

1617.
620E
New Year Tree · Tutorial
Quality: 7,087 global accepts · Rating: 2100 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees
SanguineChameleon's solution

1618.
166B
Polygons · Tutorial
Quality: 3,026 global accepts · Rating: 2100 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings
SanguineChameleon's solution

1619.
1684E
MEX vs DIFF · Tutorial
Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
SanguineChameleon's solution

1620.
474F
Ant colony · Tutorial
Quality: 11,592 global accepts · Rating: 2100 · first AC: 2021-12-03 · last AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
SanguineChameleon's solution

1621.
1185G1
Playlist for Polycarp (easy version) · Tutorial
Quality: 3,198 global accepts · Rating: 2100 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
SanguineChameleon's solution

1622.
498C
Array and Operations · Tutorial
Quality: 4,186 global accepts · Rating: 2100 · first AC: 2022-05-09 · last AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory
SanguineChameleon's solution

1623.
546E
Soldier and Traveling · Tutorial
Quality: 4,309 global accepts · Rating: 2100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math
SanguineChameleon's solution

1624.
768E
Game of Stones · Tutorial
Quality: 3,507 global accepts · Rating: 2100 · first AC: 2021-05-13 · last AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games
SanguineChameleon's solution

1625.
1671E
Preorder · Tutorial
Quality: 3,169 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
SanguineChameleon's solution

1626.
1667B
Optimal Partition · Tutorial
Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
SanguineChameleon's solution

1627.
919E
Congruence Equation · Tutorial
Quality: 2,434 global accepts · Rating: 2100 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory
SanguineChameleon's solution

1628.
766E
Mahmoud and a xor trip · Tutorial
Quality: 3,473 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
SanguineChameleon's solution

1629.
321C
Ciel the Commander · Tutorial
Quality: 9,390 global accepts · Rating: 2100 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
SanguineChameleon's solution

1630.
1666J
Job Lookup · Tutorial
Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
SanguineChameleon's solution

1631.
208E
Blood Cousins · Tutorial
Quality: 8,920 global accepts · Rating: 2100 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
SanguineChameleon's solution

1632.
1296F
Berland Beauty · Tutorial
Quality: 3,091 global accepts · Rating: 2100 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
SanguineChameleon's solution

1633.
1660F2
Promising String (hard version) · Tutorial
Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation,

math, strings
SanguineChameleon's solution

1634.
1654D
Potion Brewing Class · Tutorial
Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees
SanguineChameleon's solution

1635.
349D
Apple Tree · Tutorial
Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, number theory, trees
SanguineChameleon's solution

1636.
1614D1
Divan and Kostomuksha (easy version) · Tutorial
Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
SanguineChameleon's solution

1637.
1C
Ancient Berland Circus · Tutorial
Quality: 6,481 global accepts · Rating: 2100 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
SanguineChameleon's solution

1638.
1650G
Counting Shortcuts · Tutorial
Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths
SanguineChameleon's solution

1639.
1637E
Best Pair · Tutorial
Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation
SanguineChameleon's solution

1640.
609E
Minimum spanning tree for each edge · Tutorial
Quality: 10,268 global accepts · Rating: 2100 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
SanguineChameleon's solution

1641.
1628D1
Game on Sum (Easy Version) · Tutorial
Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
SanguineChameleon's solution

1642.
1626D
Martial Arts Tournament · Tutorial
Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
SanguineChameleon's solution

1643.
1621D
The Winter Hike · Tutorial
Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

SanguineChameleon's solution

1644.
1606E
Arena · Tutorial
Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
SanguineChameleon's solution

1645.
1547G
How Many Paths? · Tutorial
Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
SanguineChameleon's solution

1646.
1605D
Treelabeling · Tutorial
Quality: 3,250 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
SanguineChameleon's solution

1647.
1560F2
Nearest Beautiful Number (hard version) · Tutorial
Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
SanguineChameleon's solution

1648.
1551D2
Domino (hard version) · Tutorial
Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
SanguineChameleon's solution

1649.
2215C
Oriented Journey · Tutorial
Quality: 622 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees
SanguineChameleon's solution

1650.
2178F
Conquer or of Forest · Tutorial
Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
SanguineChameleon's solution

1651.
2179H
Blackslex and Plants · Tutorial
Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
SanguineChameleon's solution

1652.
2179G
Blackslex and Penguin Migration · Tutorial
Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math
SanguineChameleon's solution

1653.
2173E
Shiro's Mirror Duel · Tutorial
Quality: 1,536 global accepts · Rating: 2200 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

SanguineChameleon's solution

1654.
2126G1
Big Wins! (easy version) · Tutorial
Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
SanguineChameleon's solution

1655.
2170D
Almost Roman · Tutorial
Quality: 1,681 global accepts · Rating: 2200 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
SanguineChameleon's solution

1656.
2137G
Cry Me a River · Tutorial
Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs
SanguineChameleon's solution

1657.
2162G
Beautiful Tree · Tutorial
Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees
SanguineChameleon's solution

1658.
2156F1
Strange Operation (Easy Version) · Tutorial
Quality: 1,618 global accepts · Rating: 2200 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
SanguineChameleon's solution

1659.
2039E
Shohag Loves Inversions · Tutorial
Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
SanguineChameleon's solution

1660.
2018D
Max Plus Min Plus Size · Tutorial
Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
SanguineChameleon's solution

1661.
1991F
Triangle Formation · Tutorial
Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
SanguineChameleon's solution

1662.
1970G2
Min-Fund Prison (Medium) · Tutorial
Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
SanguineChameleon's solution

1663.
1970E3
Trails (Hard) · Tutorial

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
SanguineChameleon's solution

1664.
1967B2
Reverse Card (Hard Version) · Tutorial
Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
SanguineChameleon's solution

1665.
1946E
Girl Permutation · Tutorial
Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
SanguineChameleon's solution

1666.
1938E
Duplicates · Tutorial
Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

1667.
1921G
Mischievous Shooter · Tutorial
Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation
SanguineChameleon's solution

1668.
1909F1
Small Permutation Problem (Easy Version) · Tutorial
Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
SanguineChameleon's solution

1669.
1901E
Compressed Tree · Tutorial
Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
SanguineChameleon's solution

1670.
1867E2
Salyg1n and Array (hard version) · Tutorial
Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
SanguineChameleon's solution

1671.
1777E
Edge Reverse · Tutorial
Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees
SanguineChameleon's solution

1672.
1567E
Non-Decreasing Dilemma · Tutorial
Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, math
SanguineChameleon's solution

1673.
429D
Tricky Function · Tutorial
Quality: 3,232 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

geometry
SanguineChameleon's solution

1674.
120I
Luck is in Numbers · Tutorial
Quality: 316 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SanguineChameleon's solution

1675.
1765F
Chemistry Lab · Tutorial
Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities
SanguineChameleon's solution

1676.
1765H
Hospital Queue · Tutorial
Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation
SanguineChameleon's solution

1677.
1741G
Kirill and Company · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
SanguineChameleon's solution

1678.
1659E
AND-MEX Walk · Tutorial
Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
SanguineChameleon's solution

1679.
1471F
Strange Housing · Tutorial
Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
SanguineChameleon's solution

1680.
1157G
Inverse of Rows and Columns · Tutorial
Quality: 1,009 global accepts · Rating: 2200 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
SanguineChameleon's solution

1681.
1231E
Middle-Out · Tutorial
Quality: 932 global accepts · Rating: 2200 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
SanguineChameleon's solution

1682.
1515E
Phoenix and Computers · Tutorial
Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
SanguineChameleon's solution

1683.
316F3
Suns and Rays · Tutorial
Quality: 197 global accepts · Rating: 2200 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation
SanguineChameleon's solution

1684.
316F1
Suns and Rays · Tutorial
Quality: 197 global accepts · Rating: 2200 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
SanguineChameleon's solution

1685.
1552F
Telepanting · Tutorial
Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings
SanguineChameleon's solution

1686.
1400E
Clear the Multiset · Tutorial
Quality: 6,310 global accepts · Rating: 2200 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
SanguineChameleon's solution

1687.
1704E
Count Seconds · Tutorial
Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
SanguineChameleon's solution

1688.
1695D1
Tree Queries (Easy Version) · Tutorial
Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
SanguineChameleon's solution

1689.
165E
Compatible Numbers · Tutorial
Quality: 9,385 global accepts · Rating: 2200 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
SanguineChameleon's solution

1690.
855E
Salazar Slytherin's Locket · Tutorial
Quality: 2,137 global accepts · Rating: 2200 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
SanguineChameleon's solution

1691.
1670E
Hemose on the Tree · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
SanguineChameleon's solution

1692.
833B
The Bakery · Tutorial
Quality: 6,496 global accepts · Rating: 2200 · first AC: 2022-03-09 · last AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
SanguineChameleon's solution

1693.
802G2
Fake News (medium) · Tutorial
Quality: 552 global accepts · Rating: 2200 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
SanguineChameleon's solution

1694.
723E
One-Way Reform · Tutorial
Quality: 2,260 global accepts · Rating: 2200 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
SanguineChameleon's solution

1695.
954I
Yet Another String Matching Problem · Tutorial
Quality: 1,303 global accepts · Rating: 2200 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: fft, math
SanguineChameleon's solution

1696.
1238E
Keyboard Purchase · Tutorial
Quality: 3,460 global accepts · Rating: 2200 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
SanguineChameleon's solution

1697.
1215E
Marbles · Tutorial
Quality: 3,460 global accepts · Rating: 2200 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
SanguineChameleon's solution

1698.
653D
Delivery Bears · Tutorial
Quality: 2,933 global accepts · Rating: 2200 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs
SanguineChameleon's solution

1699.
52C
Circular RMQ · Tutorial
Quality: 11,245 global accepts · Rating: 2200 · first AC: 2021-12-06 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

1700.
603C
Lieges of Legendre · Tutorial
Quality: 2,060 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math
SanguineChameleon's solution

1701.
255E
Furlo and Rublo and Game · Tutorial
Quality: 977 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math
SanguineChameleon's solution

1702.
915D
Almost Acyclic Graph · Tutorial
Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
SanguineChameleon's solution

1703.
612E
Square Root of Permutation · Tutorial
Quality: 2,007 global accepts · Rating: 2200 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
SanguineChameleon's solution

1704.
850C
Arpa and a game with Mojtaba · Tutorial
Quality: 1,866 global accepts · Rating: 2200 · first AC: 2021-05-13 · last AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp,

games
SanguineChameleon's solution

1705.
1117E
Decypher the String · Tutorial
Quality: 1,640 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
SanguineChameleon's solution

1706.
1500B
Two chandeliers · Tutorial
Quality: 2,314 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
SanguineChameleon's solution

1707.
1666F
Fancy Stack · Tutorial
Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
SanguineChameleon's solution

1708.
1666I
Interactive Treasure Hunt · Tutorial
Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
SanguineChameleon's solution

1709.
570D
Tree Requests · Tutorial
Quality: 9,040 global accepts · Rating: 2200 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
SanguineChameleon's solution

1710.
1656E
Equal Tree Sums · Tutorial
Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
SanguineChameleon's solution

1711.
1657E
Star MST · Tutorial
Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math
SanguineChameleon's solution

1712.
1630C
Paint the Middle · Tutorial
Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
SanguineChameleon's solution

1713.
1149B
Three Religions · Tutorial
Quality: 2,045 global accepts · Rating: 2200 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings
SanguineChameleon's solution

1714.
1622E
Math Test · Tutorial

Quality: 2,243 global accepts · Rating: 2200 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy
SanguineChameleon's solution

1715.
785E
Anton and Permutation · Tutorial
Quality: 2,207 global accepts · Rating: 2200 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
SanguineChameleon's solution

1716.
1650F
Vitaly and Advanced Useless Algorithms · Tutorial
Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
SanguineChameleon's solution

1717.
588E
Duff in the Army · Tutorial
Rating: 2200 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
SanguineChameleon's solution

1718.
762E
Radio stations · Tutorial
Quality: 1,644 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
SanguineChameleon's solution

1719.
707D
Persistent Bookcase · Tutorial
Quality: 2,990 global accepts · Rating: 2200 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
SanguineChameleon's solution

1720.
813E
Army Creation · Tutorial
Quality: 3,114 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
SanguineChameleon's solution

1721.
1646E
Power Board · Tutorial
Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
SanguineChameleon's solution

1722.
765E
Tree Folding · Tutorial
Quality: 1,336 global accepts · Rating: 2200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees
SanguineChameleon's solution

1723.
1641C
Anonymity Is Important · Tutorial
Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
SanguineChameleon's solution

1724.
1184C2
Heidi and the Turing Test (Medium) · Tutorial
Quality: 767 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

1725.
1635E
Cars · Tutorial
Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
SanguineChameleon's solution

1726.
733F
Drivers Dissatisfaction · Tutorial
Quality: 1,334 global accepts · Rating: 2200 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees
SanguineChameleon's solution

1727.
979D
Kuro and GCD and XOR and SUM · Tutorial
Quality: 2,176 global accepts · Rating: 2200 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees
SanguineChameleon's solution

1728.
1627E
Not Escaping · Tutorial
Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
SanguineChameleon's solution

1729.
86D
Powerful array · Tutorial
Quality: 16,874 global accepts · Rating: 2200 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers
SanguineChameleon's solution

1730.
617E
XOR and Favorite Number · Tutorial
Quality: 10,612 global accepts · Rating: 2200 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

1731.
567E
President and Roads · Tutorial
Quality: 2,240 global accepts · Rating: 2200 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
SanguineChameleon's solution

1732.
1615D
X(or)-mas Tree · Tutorial
Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
SanguineChameleon's solution

1733.
1618G
Trader Problem · Tutorial
Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings
SanguineChameleon's solution

1734.
1537E2
Erase and Extend (Hard Version) · Tutorial
Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
SanguineChameleon's solution

1735.
1575G
GCD Festival · Tutorial
Quality: 833 global accepts · Rating: 2200 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
SanguineChameleon's solution

1736.
1520G
To Go Or Not To Go? · Tutorial
Quality: 4,218 global accepts · Rating: 2200 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
SanguineChameleon's solution

1737.
1562D2
Two Hundred Twenty One (hard version) · Tutorial
Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
SanguineChameleon's solution

1738.
2180E
No Effect XOR · Tutorial
Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
SanguineChameleon's solution

1739.
2181J
Jinx or Jackpot · Tutorial
Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities
SanguineChameleon's solution

1740.
2164E
Journey · Tutorial
Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
SanguineChameleon's solution

1741.
2124F1
Appending Permutations (Easy Version) · Tutorial
Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
SanguineChameleon's solution

1742.
2006C
Eri and Expanded Sets · Tutorial
Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
SanguineChameleon's solution

1743.
1970B3
Exact Neighbours (Hard) · Tutorial
Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
SanguineChameleon's solution

1744.
1970F3
Playing Quidditch (Hard) · Tutorial
Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
SanguineChameleon's solution

1745.
1970F2
Playing Quidditch (Medium) · Tutorial
Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
SanguineChameleon's solution

1746.
1970F1
Playing Quidditch (Easy) · Tutorial
Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
SanguineChameleon's solution

1747.
1967C
Fenwick Tree · Tutorial
Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
SanguineChameleon's solution

1748.
1965C
Folding Strip · Tutorial
Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
SanguineChameleon's solution

1749.
1943C
Tree Compass · Tutorial
Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
SanguineChameleon's solution

1750.
1938G
Personality Test · Tutorial
Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

1751.
1933G
Turtle Magic: Royal Turtle Shell Pattern · Tutorial
Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math
SanguineChameleon's solution

1752.
1929E
Sasha and the Happy Tree Cutting · Tutorial
Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
SanguineChameleon's solution

1753.
1929F
Sasha and the Wedding Binary Search Tree · Tutorial
Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
SanguineChameleon's solution

1754.
1928E
Modular Sequence · Tutorial
Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
SanguineChameleon's solution

1755.
1927G
Paint Charges · Tutorial
Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
SanguineChameleon's solution

1756.
1919F1
Wine Factory (Easy Version) · Tutorial
Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
SanguineChameleon's solution

1757.
1916E
Happy Life in University · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
SanguineChameleon's solution

1758.
1917D
Yet Another Inversions Problem · Tutorial
Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
SanguineChameleon's solution

1759.
1914G2
Light Bulbs (Hard Version) · Tutorial
Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
SanguineChameleon's solution

1760.
1874C
Jellyfish and EVA · Tutorial
Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
SanguineChameleon's solution

1761.
1878G
wxhtzdy ORO Tree · Tutorial
Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees
SanguineChameleon's solution

1762.
1870E
Another MEX Problem · Tutorial
Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
SanguineChameleon's solution

1763.
1824B2
LuoTianyi and the Floating Islands (Hard Version) · Tutorial
Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
SanguineChameleon's solution

1764.
1780F
Three Chairs · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
SanguineChameleon's solution

1765.
1728E
Red-Black Pepper · Tutorial
Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory
SanguineChameleon's solution

1766.
1781E
Rectangle Shrinking · Tutorial
Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers
SanguineChameleon's solution

1767.
1691E
Number of Groups · Tutorial
Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
SanguineChameleon's solution

1768.
1316E
Team Building · Tutorial
Quality: 5,369 global accepts · Rating: 2300 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
SanguineChameleon's solution

1769.
1766E
Decomposition · Tutorial
Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
SanguineChameleon's solution

1770.
1693C
Keshi in Search of AmShZ · Tutorial
Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
SanguineChameleon's solution

1771.
888G
Xor-MST · Tutorial
Quality: 5,857 global accepts · Rating: 2300 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures
SanguineChameleon's solution

1772.
1748E
Yet Another Array Counting Problem · Tutorial
Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
SanguineChameleon's solution

1773.
1422D
Returning Home · Tutorial
Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings
SanguineChameleon's solution

1774.
817F
MEX Queries · Tutorial
Quality: 3,362 global accepts · Rating: 2300 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees
SanguineChameleon's solution

1775.
1743F
Intersection and Union · Tutorial
Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities
SanguineChameleon's solution

1776.
802G3
Fake News (hard) · Tutorial
Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures
SanguineChameleon's solution

1777.
1254C
Point Ordering · Tutorial
Quality: 1,595 global accepts · Rating: 2300 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math
SanguineChameleon's solution

1778.
1553F
Pairwise Modulo · Tutorial
Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
SanguineChameleon's solution

1779.
1712E1
LCM Sum (easy version) · Tutorial
Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
SanguineChameleon's solution

1780.
1046I
Say Hello · Tutorial
Quality: 574 global accepts · Rating: 2300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry
SanguineChameleon's solution

1781.
713C
Sonya and Problem Wihtout a Legend · Tutorial
Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
SanguineChameleon's solution

1782.
316F2
Suns and Rays · Tutorial
Quality: 177 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

1783.
1698E
PermutationForces II · Tutorial
Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
SanguineChameleon's solution

1784.
1695D2
Tree Queries (Hard Version) · Tutorial
Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
SanguineChameleon's solution

1785.
510E
Fox And Dinner · Tutorial
Quality: 2,423 global accepts · Rating: 2300 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: flows
SanguineChameleon's solution

1786.
1706E
Qpwoeirut and Vertices · Tutorial
Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
SanguineChameleon's solution

1787.
1705E
Mark and Professor Koro · Tutorial
Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
SanguineChameleon's solution

1788.
1188B
Count Pairs · Tutorial
Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers
SanguineChameleon's solution

1789.
1658D2
388535 (Hard Version) · Tutorial
Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math
SanguineChameleon's solution

1790.
1699D
Almost Triple Deletions · Tutorial
Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
SanguineChameleon's solution

1791.
660E
Different Subsets For All Tuples · Tutorial
Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
SanguineChameleon's solution

1792.
1101G
(Zero XOR Subset)-less · Tutorial
Quality: 2,208 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
SanguineChameleon's solution

1793.
97B
Superset · Tutorial
Quality: 1,000 global accepts · Rating: 2300 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer
SanguineChameleon's solution

1794.
1015F
Bracket Substring · Tutorial
Quality: 1,477 global accepts · Rating: 2300 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
SanguineChameleon's solution

1795.
149E
Martian Strings · Tutorial
Quality: 2,516 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings
SanguineChameleon's solution

1796.
1681F
Unique Occurrences · Tutorial
Quality: 2,321 global accepts · Rating: 2300 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
SanguineChameleon's solution

1797.
22E
Scheme · Tutorial
Quality: 2,079 global accepts · Rating: 2300 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
SanguineChameleon's solution

1798.
732F
Tourist Reform · Tutorial
Quality: 3,284 global accepts · Rating: 2300 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
SanguineChameleon's solution

1799.
715B
Complete The Graph · Tutorial
Quality: 3,434 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
SanguineChameleon's solution

1800.
786B
Legacy · Tutorial
Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
SanguineChameleon's solution

1801.
558E
A Simple Task · Tutorial
Quality: 7,399 global accepts · Rating: 2300 · first AC: 2021-12-27 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings
SanguineChameleon's solution

1802.
317D
Game with Powers · Tutorial
Quality: 1,257 global accepts · Rating: 2300 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, games
SanguineChameleon's solution

1803.
812E
Sagheer and Apple Tree · Tutorial
Quality: 1,326 global accepts · Rating: 2300 · first AC: 2021-05-13 · last AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
SanguineChameleon's solution

1804.
305E
Playing with String · Tutorial
Quality: 731 global accepts · Rating: 2300 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: games
SanguineChameleon's solution

1805.
1654E
Arithmetic Operations · Tutorial
Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math
SanguineChameleon's solution

1806.
1623D
Robot Cleaner Revisit · Tutorial
Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities
SanguineChameleon's solution

1807.
1621E
New School · Tutorial
Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
SanguineChameleon's solution

1808.
425D
Sereja and Squares · Tutorial
Quality: 1,630 global accepts · Rating: 2300 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing
SanguineChameleon's solution

1809.
1614D2
Divan and Kostomuksha (hard version) · Tutorial
Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
SanguineChameleon's solution

1810.
1575B
Building an Amusement Park · Tutorial
Quality: 538 global accepts · Rating: 2300 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry
SanguineChameleon's solution

1811.
825E
Minimal Labels · Tutorial
Quality: 4,309 global accepts · Rating: 2300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
SanguineChameleon's solution

1812.
610D
Vika and Segments · Tutorial
Quality: 1,734 global accepts · Rating: 2300 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers
SanguineChameleon's solution

1813.
808G
Anthem of Berland · Tutorial
Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
SanguineChameleon's solution

1814.
1628C
Grid Xor · Tutorial
Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
SanguineChameleon's solution

1815.
1625D
Binary Spiders · Tutorial
Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
SanguineChameleon's solution

1816.
895E
Eyes Closed · Tutorial
Quality: 1,268 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
SanguineChameleon's solution

1817.
438D
The Child and Sequence · Tutorial
Quality: 11,595 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
SanguineChameleon's solution

1818.
515E
Drazil and Park · Tutorial
Quality: 2,434 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

1819.
1610E
AmShZ and G.O.A.T. · Tutorial
Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
SanguineChameleon's solution

1820.
1588C
Game with Stones · Tutorial
Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
SanguineChameleon's solution

1821.
865D
Buy Low Sell High · Tutorial
Quality: 8,016 global accepts · Rating: 2400 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
SanguineChameleon's solution

1822.
2181G
Greta's Game · Tutorial
Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math
SanguineChameleon's solution

1823.
2176F
Omega Numbers · Tutorial
Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
SanguineChameleon's solution

1824.
2176E
Remove at the lowest cost · Tutorial
Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
SanguineChameleon's solution

1825.
2126G2
Big Wins! (hard version) · Tutorial
Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
SanguineChameleon's solution

1826.
2157F
Git Gud · Tutorial
Quality: 1,291 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
SanguineChameleon's solution

1827.
2161E
Left is Always Right · Tutorial
Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
SanguineChameleon's solution

1828.
2171H
Shiori Miyagi and Maximum Array Score · Tutorial
Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings
SanguineChameleon's solution

1829.
2169E
Points Selection · Tutorial
Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
SanguineChameleon's solution

1830.
2023C
C+K+S · Tutorial
Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
SanguineChameleon's solution

1831.
1970G3
Min-Fund Prison (Hard) · Tutorial
Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees
SanguineChameleon's solution

1832.
1970A2
Balanced Unshuffle (Medium) · Tutorial
Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees
SanguineChameleon's solution

1833.
1970A3
Balanced Unshuffle (Hard) · Tutorial
Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
SanguineChameleon's solution

1834.
1943D1
Counting Is Fun (Easy Version) · Tutorial
Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
SanguineChameleon's solution

1835.
1938F
Forming Groups · Tutorial
Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

1836.
1938K
Tree Quiz · Tutorial
Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

1837.
1936C
Pokémon Arena · Tutorial
Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
SanguineChameleon's solution

1838.
1930E
2..3...4.... Wonderful! Wonderful! · Tutorial
Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
SanguineChameleon's solution

1839.
1924C
Fractal Origami · Tutorial
Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices
SanguineChameleon's solution

1840.
1909E
Multiple Lamps · Tutorial
Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
SanguineChameleon's solution

1841.
1913E
Matrix Problem · Tutorial
Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
SanguineChameleon's solution

1842.
1886E
I Wanna be the Team Leader · Tutorial
Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
SanguineChameleon's solution

1843.
1874B
Jellyfish and Math · Tutorial
Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
SanguineChameleon's solution

1844.
1879E
Interactive Game with Coloring · Tutorial
Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
SanguineChameleon's solution

1845.
867E
Buy Low Sell High · Tutorial
Rating: 2400 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
SanguineChameleon's solution

1846.
1792E
Divisors and Table · Tutorial
Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
SanguineChameleon's solution

1847.
1780E
Josuke and Complete Graph · Tutorial
Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory
SanguineChameleon's solution

1848.
1777F
Comfortably Numb · Tutorial
Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
SanguineChameleon's solution

1849.
1083E
The Fair Nut and Rectangles · Tutorial
Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-06-15 · last AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
SanguineChameleon's solution

1850.
866D
Buy Low Sell High · Tutorial
Rating: 2400 · first AC: 2022-11-03 · last AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers
SanguineChameleon's solution

1851.
906C
Party · Tutorial
Quality: 1,509 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs
SanguineChameleon's solution

1852.
1129C
Morse Code · Tutorial
Quality: 1,002 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
SanguineChameleon's solution

1853.
802M2
April Fools' Problem (medium) · Tutorial
Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs
SanguineChameleon's solution

1854.
717G
Underfail · Tutorial
Quality: 732 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: flows
SanguineChameleon's solution

1855.
1765A
Access Levels · Tutorial
Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
SanguineChameleon's solution

1856.
1765L
Project Manager · Tutorial
Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
SanguineChameleon's solution

1857.
1578L
Labyrinth · Tutorial
Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, greedy
SanguineChameleon's solution

1858.
1761E
Make It Connected · Tutorial
Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
SanguineChameleon's solution

1859.
1036F
Relatively Prime Powers · Tutorial
Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
SanguineChameleon's solution

1860.
1667C
Half Queen Cover · Tutorial
Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

1861.
1598F
RBS · Tutorial
Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
SanguineChameleon's solution

1862.
1585F
Non-equal Neighbours · Tutorial
Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
SanguineChameleon's solution

1863.
1750E
Bracket Cost · Tutorial
Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
SanguineChameleon's solution

1864.
1749E
Cactus Wall · Tutorial
Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
SanguineChameleon's solution

1865.
1736C2
Good Subarrays (Hard Version) · Tutorial
Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers
SanguineChameleon's solution

1866.
1732D2
Balance (Hard version) · Tutorial
Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory
SanguineChameleon's solution

1867.
1753D
The Beach · Tutorial
Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
SanguineChameleon's solution

1868.
1264C
Beautiful Mirrors with queries · Tutorial
Quality: 1,322 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
SanguineChameleon's solution

1869.
1743E
FTL · Tutorial
Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
SanguineChameleon's solution

1870.
873F
Forbidden Indices · Tutorial
Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings
SanguineChameleon's solution

1871.
1239D
Catowice City · Tutorial
Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
SanguineChameleon's solution

1872.
1715E
Long Way Home · Tutorial
Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
SanguineChameleon's solution

1873.
1719F
Tonya and Burenka-179 · Tutorial
Rating: 2400 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
SanguineChameleon's solution

1874.
632E
Thief in a Shop · Tutorial
Quality: 3,548 global accepts · Rating: 2400 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math
SanguineChameleon's solution

1875.
1720D2
Xor-Subsequence (hard version) · Tutorial
Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
SanguineChameleon's solution

1876.
1061F
Lost Root · Tutorial
Quality: 900 global accepts · Rating: 2400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities
SanguineChameleon's solution

1877.
1194F
Crossword Expert · Tutorial
Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
SanguineChameleon's solution

1878.
1075F
Deduction Queries · Tutorial
Rating: 2400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
SanguineChameleon's solution

1879.
1373F
Network Coverage · Tutorial
Quality: 1,878 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
SanguineChameleon's solution

1880.
1267A
Apprentice Learning Trajectory · Tutorial
Quality: 1,061 global accepts · Rating: 2400 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

1881.
908F
New Year and Rainbow Roads · Tutorial
Quality: 1,608 global accepts · Rating: 2400 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation
SanguineChameleon's solution

1882.
1146E
Hot is Cold · Tutorial
Quality: 1,017 global accepts · Rating: 2400 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation
SanguineChameleon's solution

1883.
915F
Imbalance Value of a Tree · Tutorial
Quality: 3,052 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees
SanguineChameleon's solution

1884.
21D
Traveling Graph · Tutorial
Quality: 1,293 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graph matchings, graphs
SanguineChameleon's solution

1885.
1697E
Coloring · Tutorial
Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math
SanguineChameleon's solution

1886.
1713E
Cross Swapping · Tutorial
Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices
SanguineChameleon's solution

1887.
1673F
Anti-Theft Road Planning · Tutorial
Quality: 960 global accepts · Rating: 2400 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math
SanguineChameleon's solution

1888.
1114F
Please, another Queries on Array? · Tutorial
Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
SanguineChameleon's solution

1889.
1707C
DFS Trees · Tutorial
Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
SanguineChameleon's solution

1890.
449D
Jzzhu and Numbers · Tutorial
Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
SanguineChameleon's solution

1891.
1709E
XOR Tree · Tutorial
Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
SanguineChameleon's solution

1892.
1706D2
Chopping Carrots (Hard Version) · Tutorial
Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
SanguineChameleon's solution

1893.
1670F
Jee, You See? · Tutorial
Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
SanguineChameleon's solution

1894.
914E
Palindromes in a Tree · Tutorial
Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

SanguineChameleon's solution

1895.
1418E
Expected Damage · Tutorial
Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities
SanguineChameleon's solution

1896.
959F
Mahmoud and Ehab and yet another xor task · Tutorial
Quality: 2,828 global accepts · Rating: 2400 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices
SanguineChameleon's solution

1897.
311B
Cats Transport · Tutorial
Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
SanguineChameleon's solution

1898.
1202E
You Are Given Some Strings... · Tutorial
Quality: 2,763 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings
SanguineChameleon's solution

1899.
1370F1
The Hidden Pair (Easy Version) · Tutorial
Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
SanguineChameleon's solution

1900.
1401E
Divide Square · Tutorial
Quality: 2,639 global accepts · Rating: 2400 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings
SanguineChameleon's solution

1901.
58E
Expression · Tutorial
Quality: 463 global accepts · Rating: 2400 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: dp
SanguineChameleon's solution

1902.
825F
String Compression · Tutorial
Quality: 1,952 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, string suffix structures, strings
SanguineChameleon's solution

1903.
1680D
Dog Walking · Tutorial
Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
SanguineChameleon's solution

1904.
744C
Hongcow Buys a Deck of Cards · Tutorial
Quality: 1,304 global accepts · Rating: 2400 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
SanguineChameleon's solution

1905.
808F
Card Game · Tutorial
Quality: 1,586 global accepts · Rating: 2400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs
SanguineChameleon's solution

1906.
377D
Developing Game · Tutorial
Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

1907.
446C
DZY Loves Fibonacci Numbers · Tutorial
Quality: 3,931 global accepts · Rating: 2400 · first AC: 2021-12-07 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
SanguineChameleon's solution

1908.
145E
Lucky Queries · Tutorial
Quality: 3,959 global accepts · Rating: 2400 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

1909.
342E
Xenia and Tree · Tutorial
Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-04-14 · last AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
SanguineChameleon's solution

1910.
379F
New Year Tree · Tutorial
Quality: 2,752 global accepts · Rating: 2400 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
SanguineChameleon's solution

1911.
1106F
Lunar New Year and a Recursive Sequence · Tutorial
Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory
SanguineChameleon's solution

1912.
1608D
Dominoes · Tutorial
Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
SanguineChameleon's solution

1913.
1609E
William The Oblivious · Tutorial
Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-03-26 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
SanguineChameleon's solution

1914.
1174F
Ehab and the Big Finale · Tutorial
Quality: 1,959 global accepts · Rating: 2400 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
SanguineChameleon's solution

1915.
601D
Acyclic Organic Compounds · Tutorial
Quality: 1,246 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
SanguineChameleon's solution

1916.
1628D2
Game on Sum (Hard Version) · Tutorial
Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
SanguineChameleon's solution

1917.
1638E
Colorful Operations · Tutorial
Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
SanguineChameleon's solution

1918.
786C
Till I Collapse · Tutorial
Quality: 3,703 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
SanguineChameleon's solution

1919.
749E
Inversions After Shuffle · Tutorial
Quality: 1,256 global accepts · Rating: 2400 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
SanguineChameleon's solution

1920.
707E
Garlands · Tutorial
Quality: 1,342 global accepts · Rating: 2400 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

1921.
12D
Ball · Tutorial
Quality: 2,885 global accepts · Rating: 2400 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
SanguineChameleon's solution

1922.
869E
The Untended Antiquity · Tutorial
Quality: 2,060 global accepts · Rating: 2400 · first AC: 2021-12-28 · last AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing
SanguineChameleon's solution

1923.
1221F
Choose a Square · Tutorial
Quality: 1,237 global accepts · Rating: 2400 · first AC: 2022-02-27 · last AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
SanguineChameleon's solution

1924.
1585E
Frequency Queries · Tutorial
Quality: 1,207 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
SanguineChameleon's solution

1925.
1615E
Purple Crayon · Tutorial
Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
SanguineChameleon's solution

1926.
1617D2
Too Many Impostors (hard version) · Tutorial
Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math
SanguineChameleon's solution

1927.
121E
Lucky Array · Tutorial
Quality: 2,058 global accepts · Rating: 2400 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

1928.
1499F
Diameter Cuts · Tutorial
Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
SanguineChameleon's solution

1929.
1132G
Greedy Subsequences · Tutorial
Quality: 1,230 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
SanguineChameleon's solution

1930.
283D
Cows and Cool Sequences · Tutorial
Quality: 641 global accepts · Rating: 2400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
SanguineChameleon's solution

1931.
2183F
Jumping Man · Tutorial
Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
SanguineChameleon's solution

1932.
2154E
No Mind To Think · Tutorial
Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
SanguineChameleon's solution

1933.
2117H
Incessant Rain · Tutorial
Quality: 983 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings
SanguineChameleon's solution

1934.
2156E
Best Time to Buy and Sell Stock · Tutorial
Quality: 960 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy
SanguineChameleon's solution

1935.
2165D
Path Split · Tutorial
Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
SanguineChameleon's solution

1936.
2048F
Kevin and Math Class · Tutorial
Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
SanguineChameleon's solution

1937.
1994F
Stardew Valley · Tutorial
Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
SanguineChameleon's solution

1938.
1951F
Inversion Composition · Tutorial
Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
SanguineChameleon's solution

1939.
1946F
Nobody is needed · Tutorial
Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
SanguineChameleon's solution

1940.
1922F
Replace on Segment · Tutorial
Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings
SanguineChameleon's solution

1941.
1917E
Construct Matrix · Tutorial
Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

1942.
1917F
Construct Tree · Tutorial
Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
SanguineChameleon's solution

1943.
1909F2
Small Permutation Problem (Hard Version) · Tutorial
Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
SanguineChameleon's solution

1944.
1847F
The Boss's Identity · Tutorial
Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
SanguineChameleon's solution

1945.
1253F
Cheap Robot · Tutorial
Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
SanguineChameleon's solution

1946.
1824C
LuoTianyi and XOR-Tree · Tutorial
Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
SanguineChameleon's solution

1947.
1773I
Interactive Factorial Guessing · Tutorial
Quality: 581 global accepts · Rating: 2500 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive
SanguineChameleon's solution

1948.
1789E
Serval and Music Game · Tutorial
Quality: 968 global accepts · Rating: 2500 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory
SanguineChameleon's solution

1949.
1775F
Laboratory on Pluto · Tutorial
Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
SanguineChameleon's solution

1950.
1691F
K-Set Tree · Tutorial
Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
SanguineChameleon's solution

1951.
986C
AND Graph · Tutorial
Quality: 2,714 global accepts · Rating: 2500 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
SanguineChameleon's solution

1952.
1100F
Ivan and Burgers · Tutorial
Quality: 3,689 global accepts · Rating: 2500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
SanguineChameleon's solution

1953.
1771F
Hossam and Range Minimum Query · Tutorial
Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
SanguineChameleon's solution

1954.
1771E
Hossam and a Letter · Tutorial
Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two

pointers
SanguineChameleon's solution

1955.
1195F
Geometers Anonymous Club · Tutorial
Quality: 1,039 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, math, sortings
SanguineChameleon's solution

1956.
55E
Very simple problem · Tutorial
Quality: 820 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers
SanguineChameleon's solution

1957.
1758E
Tick, Tock · Tutorial
Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
SanguineChameleon's solution

1958.
1746E1
Joking (Easy Version) · Tutorial
Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
SanguineChameleon's solution

1959.
1175F
The Number of Subpermutations · Tutorial
Quality: 2,665 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
SanguineChameleon's solution

1960.
1418G
Three Occurrences · Tutorial
Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
SanguineChameleon's solution

1961.
1734F
Zeros and Ones · Tutorial
Quality: 975 global accepts · Rating: 2500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
SanguineChameleon's solution

1962.
1301E
Nanosoft · Tutorial
Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation
SanguineChameleon's solution

1963.
1666E
Even Split · Tutorial
Quality: 883 global accepts · Rating: 2500 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
SanguineChameleon's solution

1964.
1712E2
LCM Sum (hard version) · Tutorial

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
SanguineChameleon's solution

1965.
1325F
Ehab's Last Theorem · Tutorial
Quality: 2,329 global accepts · Rating: 2500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
SanguineChameleon's solution

1966.
1574E
Coloring · Tutorial
Quality: 1,038 global accepts · Rating: 2500 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math
SanguineChameleon's solution

1967.
1716F
Bags with Balls · Tutorial
Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
SanguineChameleon's solution

1968.
1716E
Swap and Maximum Block · Tutorial
Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp
SanguineChameleon's solution

1969.
1673E
Power or XOR? · Tutorial
Quality: 802 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
SanguineChameleon's solution

1970.
1701E
Text Editor · Tutorial
Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
SanguineChameleon's solution

1971.
1709F
Multiset of Strings · Tutorial
Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees
SanguineChameleon's solution

1972.
1111E
Tree · Tutorial
Quality: 1,092 global accepts · Rating: 2500 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
SanguineChameleon's solution

1973.
1701F
Points · Tutorial
Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices
SanguineChameleon's solution

1974.
1710C
XOR Triangle · Tutorial
Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
SanguineChameleon's solution

1975.
1527E
Partition Game · Tutorial
Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp
SanguineChameleon's solution

1976.
1549E
The Three Little Pigs · Tutorial
Rating: 2500 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
SanguineChameleon's solution

1977.
696D
Legen... · Tutorial
Quality: 1,615 global accepts · Rating: 2500 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, strings
SanguineChameleon's solution

1978.
963D
Frequency of String · Tutorial
Quality: 2,729 global accepts · Rating: 2500 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings
SanguineChameleon's solution

1979.
416E
President's Path · Tutorial
Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
SanguineChameleon's solution

1980.
528D
Fuzzy Search · Tutorial
Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft
SanguineChameleon's solution

1981.
1209E2
Rotate Columns (hard version) · Tutorial
Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
SanguineChameleon's solution

1982.
348C
Subset Sums · Tutorial
Quality: 2,742 global accepts · Rating: 2500 · first AC: 2022-04-17 · last AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
SanguineChameleon's solution

1983.
1312F
Attack on Red Kingdom · Tutorial
Quality: 1,030 global accepts · Rating: 2500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: games, two pointers
SanguineChameleon's solution

1984.
1661E
Narrow Components · Tutorial
Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
SanguineChameleon's solution

1985.
484E
Sign on Fence · Tutorial
Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures
SanguineChameleon's solution

1986.
433E
Tachibana Kanade's Tofu · Tutorial
Quality: 532 global accepts · Rating: 2500 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp
SanguineChameleon's solution

1987.
161E
Polycarpus the Safecracker · Tutorial
Quality: 507 global accepts · Rating: 2500 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
SanguineChameleon's solution

1988.
360C
Levko and Strings · Tutorial
Quality: 1,226 global accepts · Rating: 2500 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
SanguineChameleon's solution

1989.
1647E
Madoka and the Sixth-graders · Tutorial
Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy
SanguineChameleon's solution

1990.
60D
Savior · Tutorial
Quality: 547 global accepts · Rating: 2500 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dsu, math
SanguineChameleon's solution

1991.
840D
Destiny · Tutorial
Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
SanguineChameleon's solution

1992.
580E
Kefa and Watch · Tutorial
Quality: 2,570 global accepts · Rating: 2500 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings
SanguineChameleon's solution

1993.
610E
Alphabet Permutations · Tutorial
Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings
SanguineChameleon's solution

1994.
706E
Working routine · Tutorial

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
SanguineChameleon's solution

1995.
2131H
Sea, You & copriMe · Tutorial
Quality: 887 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory
SanguineChameleon's solution

1996.
2158E
Sink · Tutorial
Quality: 626 global accepts · Rating: 2600 · first AC: 2025-11-29 · last AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
SanguineChameleon's solution

1997.
2170F
Build XOR on a Segment · Tutorial
Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
SanguineChameleon's solution

1998.
2132G
Famous Choreographer · Tutorial
Quality: 515 global accepts · Rating: 2600 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings
SanguineChameleon's solution

1999.
2164F1
Chain Prefix Rank (Easy Version) · Tutorial
Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
SanguineChameleon's solution

2000.
2122E
Greedy Grid Counting · Tutorial
Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
SanguineChameleon's solution

2001.
2053F
Earnest Matrix Complement · Tutorial
Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
SanguineChameleon's solution

2002.
1994G
Minecraft · Tutorial
Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
SanguineChameleon's solution

2003.
1977E
Tensor · Tutorial
Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
SanguineChameleon's solution

2004.
1975F
Set · Tutorial

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
SanguineChameleon's solution

2005.
1970D2
Arithmancy (Medium) · Tutorial
Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings
SanguineChameleon's solution

2006.
1919E
Counting Prefixes · Tutorial
Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
SanguineChameleon's solution

2007.
763C
Timofey and remoduling · Tutorial
Quality: 781 global accepts · Rating: 2600 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
SanguineChameleon's solution

2008.
13D
Triangles · Tutorial
Quality: 735 global accepts · Rating: 2600 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
SanguineChameleon's solution

2009.
1107F
Vasya and Endless Credits · Tutorial
Quality: 953 global accepts · Rating: 2600 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
SanguineChameleon's solution

2010.
818G
Four Melodies · Tutorial
Quality: 1,017 global accepts · Rating: 2600 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
SanguineChameleon's solution

2011.
813D
Two Melodies · Tutorial
Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows
SanguineChameleon's solution

2012.
87E
Mogohu-Rea Idol · Tutorial
Quality: 757 global accepts · Rating: 2600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry
SanguineChameleon's solution

2013.
1261E
Not Same · Tutorial
Rating: 2600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

2014.
372D
Choosing Subtree is Fun · Tutorial
Quality: 1,129 global accepts · Rating: 2600 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs

and similar, trees, two pointers
SanguineChameleon's solution

2015.
1614E
Divan and a Cottage · Tutorial
Quality: 948 global accepts · Rating: 2600 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
SanguineChameleon's solution

2016.
1398G
Running Competition · Tutorial
Quality: 1,280 global accepts · Rating: 2600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory
SanguineChameleon's solution

2017.
958F3
Lightsabers (hard) · Tutorial
Quality: 921 global accepts · Rating: 2600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: fft
SanguineChameleon's solution

2018.
955F
Heaps · Tutorial
Quality: 1,963 global accepts · Rating: 2600 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
SanguineChameleon's solution

2019.
1423L
Light switches · Tutorial
Quality: 586 global accepts · Rating: 2600 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle
SanguineChameleon's solution

2020.
1657F
Words on Tree · Tutorial
Quality: 755 global accepts · Rating: 2600 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
SanguineChameleon's solution

2021.
1700E
Serega the Pirate · Tutorial
Quality: 955 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
SanguineChameleon's solution

2022.
1700F
Puzzle · Tutorial
Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
SanguineChameleon's solution

2023.
1704F
Colouring Game · Tutorial
Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
SanguineChameleon's solution

2024.
1515F
Phoenix and Earthquake · Tutorial
Quality: 2,076 global accepts · Rating: 2600 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
SanguineChameleon's solution

2025.
1495D
BFS Trees · Tutorial

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
SanguineChameleon's solution

2026.
1536F
Omkar and Akmar · Tutorial
Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri…
SanguineChameleon's solution

2027.
1699E
Three Days Grace · Tutorial
Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
SanguineChameleon's solution

2028.
321E
Ciel and Gondolas · Tutorial
Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-07-10 · last AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
SanguineChameleon's solution

2029.
1090J
Two Prefixes · Tutorial
Quality: 604 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: strings
SanguineChameleon's solution

2030.
631E
Product Sum · Tutorial
Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
SanguineChameleon's solution

2031.
1416D
Graph and Queries · Tutorial
Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
SanguineChameleon's solution

2032.
1417F
Graph and Queries · Tutorial
Rating: 2600 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees
SanguineChameleon's solution

2033.
622F
The Sum of the k-th Powers · Tutorial
Quality: 4,941 global accepts · Rating: 2600 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: math
SanguineChameleon's solution

2034.
700C
Break Up · Tutorial
Quality: 1,464 global accepts · Rating: 2600 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
SanguineChameleon's solution

2035.
1439B
Graph Subset Problem · Tutorial
Quality: 1,652 global accepts · Rating: 2600 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, data structures, graphs
SanguineChameleon's solution

2036.
1651E
Sum of Matchings · Tutorial
Quality: 619 global accepts · Rating: 2600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
SanguineChameleon's solution

2037.
633F
The Chocolate Spree · Tutorial
Quality: 1,385 global accepts · Rating: 2600 · first AC: 2022-04-06 · last AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
SanguineChameleon's solution

2038.
1340D
Nastya and Time Machine · Tutorial
Quality: 1,071 global accepts · Rating: 2600 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
SanguineChameleon's solution

2039.
811E
Vladik and Entertaining Flags · Tutorial
Quality: 980 global accepts · Rating: 2600 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs
SanguineChameleon's solution

2040.
1081F
Tricky Interactor · Tutorial
Quality: 505 global accepts · Rating: 2600 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive
SanguineChameleon's solution

2041.
849E
Goodbye Souvenir · Tutorial
Rating: 2600 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

2042.
1406E
Deleting Numbers · Tutorial
Quality: 1,879 global accepts · Rating: 2600 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
SanguineChameleon's solution

2043.
2154F1
Bombing (Easy Version) · Tutorial
Quality: 565 global accepts · Rating: 2700 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math
SanguineChameleon's solution

2044.
2169F
Subsequence Problem · Tutorial
Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
SanguineChameleon's solution

2045.
1991G
Grid Reset · Tutorial
Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

implementation
SanguineChameleon's solution

2046.
1942F
Farmer John's Favorite Function · Tutorial
Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
SanguineChameleon's solution

2047.
1841F
Monocarp and a Strategic Game · Tutorial
Quality: 607 global accepts · Rating: 2700 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers
SanguineChameleon's solution

2048.
513F1
Scaygerboss · Tutorial
Quality: 359 global accepts · Rating: 2700 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: flows
SanguineChameleon's solution

2049.
1491F
Magnets · Tutorial
Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
SanguineChameleon's solution

2050.
1292D
Chaotic V. · Tutorial
Quality: 971 global accepts · Rating: 2700 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
SanguineChameleon's solution

2051.
1019D
Large Triangle · Tutorial
Quality: 742 global accepts · Rating: 2700 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, sortings
SanguineChameleon's solution

2052.
1682F
MCMF? · Tutorial
Quality: 393 global accepts · Rating: 2700 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers
SanguineChameleon's solution

2053.
1578M
The Mind · Tutorial
Quality: 515 global accepts · Rating: 2700 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
SanguineChameleon's solution

2054.
1109E
Sasha and a Very Easy Test · Tutorial
Quality: 599 global accepts · Rating: 2700 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory
SanguineChameleon's solution

2055.
1422F
Boring Queries · Tutorial

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
SanguineChameleon's solution

2056.
1422E
Minlexes · Tutorial
Quality: 855 global accepts · Rating: 2700 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
SanguineChameleon's solution

2057.
1411G
No Game No Life · Tutorial
Quality: 890 global accepts · Rating: 2700 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, math, matrices
SanguineChameleon's solution

2058.
251D
Two Sets · Tutorial
Quality: 584 global accepts · Rating: 2700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
SanguineChameleon's solution

2059.
713D
Animals and Puzzle · Tutorial
Quality: 1,359 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
SanguineChameleon's solution

2060.
1372F
Omkar and Modes · Tutorial
Quality: 497 global accepts · Rating: 2700 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, interactive
SanguineChameleon's solution

2061.
1458C
Latin Square · Tutorial
Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
SanguineChameleon's solution

2062.
958E3
Guard Duty (hard) · Tutorial
Quality: 215 global accepts · Rating: 2700 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry
SanguineChameleon's solution

2063.
383E
Vowels · Tutorial
Quality: 4,314 global accepts · Rating: 2700 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
SanguineChameleon's solution

2064.
833C
Ever-Hungry Krakozyabra · Tutorial
Quality: 507 global accepts · Rating: 2700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math
SanguineChameleon's solution

2065.
1313E
Concatenation with intersection · Tutorial
Quality: 720 global accepts · Rating: 2700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers
SanguineChameleon's solution

2066.
1303G
Sum of Prefix Sums · Tutorial
Quality: 1,009 global accepts · Rating: 2700 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees
SanguineChameleon's solution

2067.
1207G
Indie Album · Tutorial
Quality: 1,225 global accepts · Rating: 2700 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
SanguineChameleon's solution

2068.
1510I
Is It Rated? · Tutorial
Quality: 587 global accepts · Rating: 2700 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math, probabilities
SanguineChameleon's solution

2069.
1370F2
The Hidden Pair (Hard Version) · Tutorial
Quality: 1,669 global accepts · Rating: 2700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
SanguineChameleon's solution

2070.
1215F
Radio Stations · Tutorial
Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat
SanguineChameleon's solution

2071.
995F
Cowmpany Cowmpensation · Tutorial
Quality: 1,626 global accepts · Rating: 2700 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
SanguineChameleon's solution

2072.
1473F
Strange Set · Tutorial
Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, math
SanguineChameleon's solution

2073.
455D
Serega and Fun · Tutorial
Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

2074.
1451F
Nullify The Matrix · Tutorial
Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
SanguineChameleon's solution

2075.
716E
Digit Tree · Tutorial
Rating: 2700 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees
SanguineChameleon's solution

2076.
1254D
Tree Queries · Tutorial

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees
SanguineChameleon's solution

2077.
1054F
Electric Scheme · Tutorial
Quality: 387 global accepts · Rating: 2700 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings
SanguineChameleon's solution

2078.
1641D
Two Arrays · Tutorial
Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
SanguineChameleon's solution

2079.
1459E
Latin Square · Tutorial
Rating: 2700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
SanguineChameleon's solution

2080.
13E
Holes · Tutorial
Quality: 7,948 global accepts · Rating: 2700 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
SanguineChameleon's solution

2081.
2215D
EXPloration, EXPloitation, and Gain Some EXPerience! · Tutorial
Quality: 113 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
SanguineChameleon's solution

2082.
2174F
Mosaic Tree · Tutorial
Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees
SanguineChameleon's solution

2083.
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…
SanguineChameleon's solution

2084.
2124F2
Appending Permutations (Hard Version) · Tutorial
Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
SanguineChameleon's solution

2085.
2053I1
Affectionate Arrays (Easy Version) · Tutorial
Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
SanguineChameleon's solution

2086.
2048G
Kevin and Matrices · Tutorial
Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
SanguineChameleon's solution

2087.
2039F1
Shohag Loves Counting (Easy Version) · Tutorial
Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
SanguineChameleon's solution

2088.
1943D2
Counting Is Fun (Hard Version) · Tutorial
Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
SanguineChameleon's solution

2089.
1938L
XOR Operations · Tutorial
Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2090.
1923F
Shrink-Reverse · Tutorial
Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings
SanguineChameleon's solution

2091.
1913F
Palindromic Problem · Tutorial
Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
SanguineChameleon's solution

2092.
1900F
Local Deletions · Tutorial
Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation
SanguineChameleon's solution

2093.
1879F
Last Man Standing · Tutorial
Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory
SanguineChameleon's solution

2094.
513F2
Scaygerboss · Tutorial
Quality: 412 global accepts · Rating: 2800 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: flows
SanguineChameleon's solution

2095.
1810F
M-tree · Tutorial
Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees
SanguineChameleon's solution

2096.
613D
Kingdom and its Cities · Tutorial
Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
SanguineChameleon's solution

2097.
1322D
Reality Show · Tutorial
Quality: 882 global accepts · Rating: 2800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
SanguineChameleon's solution

2098.
652F
Ants on a Circle · Tutorial
Quality: 655 global accepts · Rating: 2800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
SanguineChameleon's solution

2099.
1766F
MCF · Tutorial
Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: flows
SanguineChameleon's solution

2100.
1578A
Anti-Tetris · Tutorial
Quality: 422 global accepts · Rating: 2800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
SanguineChameleon's solution

2101.
1746F
Kazaee · Tutorial
Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
SanguineChameleon's solution

2102.
1732E
Location · Tutorial
Quality: 583 global accepts · Rating: 2800 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory
SanguineChameleon's solution

2103.
671C
Ultimate Weirdness of an Array · Tutorial
Quality: 780 global accepts · Rating: 2800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory
SanguineChameleon's solution

2104.
1684G
Euclid Guess · Tutorial
Quality: 785 global accepts · Rating: 2800 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
SanguineChameleon's solution

2105.
1088F
Ehab and a weird weight formula · Tutorial
Quality: 597 global accepts · Rating: 2800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
SanguineChameleon's solution

2106.
1654F
Minimal String Xoration · Tutorial
Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
SanguineChameleon's solution

2107.
1697F
Too Many Constraints · Tutorial
Quality: 721 global accepts · Rating: 2800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation
SanguineChameleon's solution

2108.
1672F2
Checker for Array Shuffling · Tutorial
Quality: 936 global accepts · Rating: 2800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
SanguineChameleon's solution

2109.
833D
Red-Black Cobweb · Tutorial
Quality: 486 global accepts · Rating: 2800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees
SanguineChameleon's solution

2110.
204E
Little Elephant and Strings · Tutorial
Quality: 1,434 global accepts · Rating: 2800 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
SanguineChameleon's solution

2111.
547E
Mike and Friends · Tutorial
Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
SanguineChameleon's solution

2112.
163E
e-Government · Tutorial
Quality: 2,185 global accepts · Rating: 2800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
SanguineChameleon's solution

2113.
1400F
x-prime Substrings · Tutorial
Quality: 1,166 global accepts · Rating: 2800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
SanguineChameleon's solution

2114.
1404D
Game of Pairs · Tutorial
Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
SanguineChameleon's solution

2115.
555E
Case of Computer Network · Tutorial
Quality: 2,968 global accepts · Rating: 2800 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
SanguineChameleon's solution

2116.
1404E
Bricks · Tutorial
Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

SanguineChameleon's solution

2117.
1371F
Raging Thunder · Tutorial
Quality: 691 global accepts · Rating: 2800 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation
SanguineChameleon's solution

2118.
776F
Sherlock's bet to Moriarty · Tutorial
Quality: 511 global accepts · Rating: 2800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees
SanguineChameleon's solution

2119.
986E
Prince's Problem · Tutorial
Quality: 898 global accepts · Rating: 2800 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, trees
SanguineChameleon's solution

2120.
418D
Big Problems for Organizers · Tutorial
Quality: 546 global accepts · Rating: 2800 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees
SanguineChameleon's solution

2121.
1648D
Serious Business · Tutorial
Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
SanguineChameleon's solution

2122.
2162H
Beautiful Problem · Tutorial
Quality: 314 global accepts · Rating: 2900 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp
SanguineChameleon's solution

2123.
2164F2
Chain Prefix Rank (Hard Version) · Tutorial
Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees
SanguineChameleon's solution

2124.
2062F
Traveling Salescat · Tutorial
Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
SanguineChameleon's solution

2125.
2023D
Many Games · Tutorial
Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities
SanguineChameleon's solution

2126.
2018F1
Speedbreaker Counting (Easy Version) · Tutorial

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
SanguineChameleon's solution

2127.
1928F
Digital Patterns · Tutorial
Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
SanguineChameleon's solution

2128.
1901F
Landscaping · Tutorial
Quality: 188 global accepts · Rating: 2900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, two pointers
SanguineChameleon's solution

2129.
1452F
Divide Powers · Tutorial
Quality: 367 global accepts · Rating: 2900 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
SanguineChameleon's solution

2130.
802M3
April Fools' Problem (hard) · Tutorial
Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-12-25 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows
SanguineChameleon's solution

2131.
763D
Timofey and a flat tree · Tutorial
Quality: 646 global accepts · Rating: 2900 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
SanguineChameleon's solution

2132.
1553H
XOR and Distance · Tutorial
Quality: 842 global accepts · Rating: 2900 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees
SanguineChameleon's solution

2133.
1562F
Tubular Bells · Tutorial
Quality: 457 global accepts · Rating: 2900 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory, probabilities
SanguineChameleon's solution

2134.
1622F
Quadratic Set · Tutorial
Quality: 866 global accepts · Rating: 2900 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory
SanguineChameleon's solution

2135.
1747E
List Generation · Tutorial
Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
SanguineChameleon's solution

2136.
1198F
GCD Groups 2 · Tutorial

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities
SanguineChameleon's solution

2137.
1713F
Lost Array · Tutorial
Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
SanguineChameleon's solution

2138.
1705F
Mark and the Online Exam · Tutorial
Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities
SanguineChameleon's solution

2139.
364D
Ghd · Tutorial
Quality: 2,508 global accepts · Rating: 2900 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities
SanguineChameleon's solution

2140.
2161F
SubMST · Tutorial
Quality: 346 global accepts · Rating: 3000 · first AC: 2025-11-22 · last AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees
SanguineChameleon's solution

2141.
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
SanguineChameleon's solution

2142.
2018F2
Speedbreaker Counting (Medium Version) · Tutorial
Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
SanguineChameleon's solution

2143.
1934E
Weird LCM Operations · Tutorial
Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory
SanguineChameleon's solution

2144.
1007C
Guess two numbers · Tutorial
Quality: 527 global accepts · Rating: 3000 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
SanguineChameleon's solution

2145.
464E
The Classic Problem · Tutorial
Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
SanguineChameleon's solution

2146.
696E
...Wait for it... · Tutorial

Quality: 629 global accepts · Rating: 3000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees
SanguineChameleon's solution

2147.
356E
Xenia and String Problem · Tutorial
Quality: 490 global accepts · Rating: 3000 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
SanguineChameleon's solution

2148.
232E
Quick Tortoise · Tutorial
Quality: 885 global accepts · Rating: 3000 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp
SanguineChameleon's solution

2149.
2101E
Kia Bakes a Cake · Tutorial
Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees
SanguineChameleon's solution

2150.
1970D3
Arithmancy (Hard) · Tutorial
Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive
SanguineChameleon's solution

2151.
1948G
MST with Matching · Tutorial
Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
SanguineChameleon's solution

2152.
1481F
AB Tree · Tutorial
Quality: 737 global accepts · Rating: 3100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees
SanguineChameleon's solution

2153.
1728F
Fishermen · Tutorial
Quality: 506 global accepts · Rating: 3100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy
SanguineChameleon's solution

2154.
1510A
ASCII Automata Art · Tutorial
Quality: 168 global accepts · Rating: 3100 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2155.
1239E
Turtle · Tutorial
Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
SanguineChameleon's solution

2156.
1647F
Madoka and Laziness · Tutorial
Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
SanguineChameleon's solution

2157.
1578D
Dragon Curve · Tutorial
Quality: 55 global accepts · Rating: 3200 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2158.
1638F
Two Posters · Tutorial
Quality: 261 global accepts · Rating: 3200 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers
SanguineChameleon's solution

2159.
1142E
Pink Floyd · Tutorial
Quality: 636 global accepts · Rating: 3200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive
SanguineChameleon's solution

2160.
1746E2
Joking (Hard Version) · Tutorial
Quality: 484 global accepts · Rating: 3200 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive
SanguineChameleon's solution

2161.
1598G
The Sum of Good Numbers · Tutorial
Quality: 405 global accepts · Rating: 3200 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, string suffix structures, strings
SanguineChameleon's solution

2162.
1149E
Election Promises · Tutorial
Quality: 665 global accepts · Rating: 3200 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs
SanguineChameleon's solution

2163.
1017G
The Tree · Tutorial
Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

2164.
1991H
Prime Split Game · Tutorial
Quality: 559 global accepts · Rating: 3300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory
SanguineChameleon's solution

2165.
1322E
Median Mountain Range · Tutorial
Quality: 346 global accepts · Rating: 3300 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures
SanguineChameleon's solution

2166.
1556H
DIY Tree · Tutorial
Quality: 446 global accepts · Rating: 3300 · first AC: 2022-05-13 · last AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities
SanguineChameleon's solution

2167.
1517G
Starry Night Camping · Tutorial
Quality: 710 global accepts · Rating: 3300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs
SanguineChameleon's solution

2168.
1801G
A task for substrings · Tutorial
Quality: 709 global accepts · Rating: 3400 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings
SanguineChameleon's solution

2169.
1684H
Hard Cut · Tutorial
Quality: 288 global accepts · Rating: 3400 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math
SanguineChameleon's solution

2170.
1103E
Radix sum · Tutorial
Quality: 282 global accepts · Rating: 3400 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, number theory
SanguineChameleon's solution

2171.
1994H
Fortnite · Tutorial
Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings
SanguineChameleon's solution

2172.
1500F
Cupboards Jumps · Tutorial
Quality: 434 global accepts · Rating: 3500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dp
SanguineChameleon's solution

2173.
2214F
Numbers · Tutorial
Quality: 936 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special
SanguineChameleon's solution

2174.
2214G
Anomaly · Tutorial
Quality: 724 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, communication
SanguineChameleon's solution

2175.
2214I
You Are a Robot · Tutorial
Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special
SanguineChameleon's solution

2176.
2214E
Shortest Paths · Tutorial
Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths
SanguineChameleon's solution

2177.
2214C
And? · Tutorial

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, bitmasks
SanguineChameleon's solution

2178.
2214B
Are You Smiling? · Tutorial
Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings
SanguineChameleon's solution

2179.
2214D
Neural Feud · Tutorial
Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings
SanguineChameleon's solution

2180.
2214H
Double Vision · Tutorial
Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special
SanguineChameleon's solution

2181.
2214J
Special Problem · Tutorial
Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive
SanguineChameleon's solution

2182.
2214A
Odd One Out · Tutorial
Quality: 10,128 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation
SanguineChameleon's solution

2183.
106251H
Exam Room · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2184.
106251G
Busy Beaver's Faulty Machine · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2185.
106251F
Avoid Copyright Infringement · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2186.
106251E
67 · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2187.
106251D
Introduction to Number Theory · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2188.
106251C
Marbles · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

SanguineChameleon's solution

2189.
106251B
P=NP · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2190.
106251A
M · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2191.
2168C
Intercepting Butterflies · Tutorial
Quality: 876 global accepts · Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
SanguineChameleon's solution

2192.
2168B
Locate · Tutorial
Quality: 1,550 global accepts · Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
SanguineChameleon's solution

2193.
2168A2
Encode and Decode (Hard Version) · Tutorial
Quality: 3,304 global accepts · Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math
SanguineChameleon's solution

2194.
2168A1
Encode and Decode (Easy Version) · Tutorial
Quality: 5,026 global accepts · Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive
SanguineChameleon's solution

2195.
101161E
ACM Tax · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2196.
101161F
Dictionary Game · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2197.
101161H
Witcher Potion · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2198.
101161D
Find C · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2199.
101161G
Binary Strings · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2200.
101161I
Sky Tax · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2201.
101161C
Big Bang · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2202.
101161B
Average · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2203.
101161L
Coordinates · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2204.
1812A
Are You a Robot? · Tutorial
Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings
SanguineChameleon's solution

2205.
102001C
Smart Thief · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2206.
102001F
Popping Balloons · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2207.
102001K
Boomerangs · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2208.
102001H
Lexical Sign Sequence · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2209.
102001D
Icy Land · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2210.
102001J
Future Generation · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2211.
102001G
Go Make It Complete · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2212.
102001A
Edit Distance · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2213.
102001L
Binary String · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2214.
102001I
Lie Detector · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2215.
105387E
Practical numbers · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2216.
105387K
Stroller · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2217.
105387I
Line pinball · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2218.
105387C
Martian Meteorology · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2219.
105387D
DNA · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2220.
105387G
Cubes · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2221.
105387J
There · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2222.
105387B
Destroy them all! · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2223.
105387L
Bee coloring book · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2224.
105387N
Entomologist · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2225.
105387A
Dilation · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2226.
105387M
Cinema · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2227.
105387H
Toys · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2228.
104479B
Beautiful XOR Problem · Tutorial
Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2229.
105278J
Gerrymandering · Tutorial
Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2230.
105257H
Maximum Flow · Tutorial
Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2231.
105167D
Dice Game · Tutorial
Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2232.
105167E
Erd_2Ôv–ç¦urg-Ziv · Tutorial
Rating: — · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2233.
105167F
Fraudulent Exam · Tutorial
Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SanguineChameleon's solution

2234.
1952D
Are You a Procrastinator? · Tutorial
Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation
SanguineChameleon's solution

2235.
1952J
Help, what does it mean to be "Based" · Tutorial
Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
SanguineChameleon's solution

2236.
1952C
They Have Fooled · Tutorial
Quality: 3,262 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, schedules
SanguineChameleon's solution

2237.
1952B
Is it stated? · Tutorial
Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings
SanguineChameleon's solution

2238.
1952A
Are You a Robot, Again? · Tutorial
Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
SanguineChameleon's solution

2239.
1952F
Grid · Tutorial
Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force
SanguineChameleon's solution

2240.
1940A
Parallel Universes · Tutorial
Quality: 105 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs
SanguineChameleon's solution

2241.
1940B
Three Arrays · Tutorial
Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings
SanguineChameleon's solution

2242.
1939B
Evidence Board · Tutorial

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees
SanguineChameleon's solution

2243.
1939C
More Gifts · Tutorial
Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, two pointers
SanguineChameleon's solution

2244.
104845B
A„AD$aD 8Dò > DD5D <C BC„AD$5
Rating: — · first AC: 2023-12-09 · ZIP (first AC) · Tags: —
SanguineChameleon's solution

2245.
103960K
Kalel, the Jumping Frog · Tutorial
Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2246.
104651H
Hurricane · Tutorial
Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2247.
104651F
Flying Ship Story · Tutorial
Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2248.
104651D
Discrete Fourier Transform · Tutorial
Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2249.
104651L
Partially Free Meal · Tutorial
Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2250.
104651J
Find the Gap · Tutorial
Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2251.
104651G
GCD of Pattern Matching · Tutorial
Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2252.
104651A
Almost Prefix Concatenation · Tutorial
Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2253.
104651E
Robot Experiment · Tutorial

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2254.
`104059F`
Formula Flatland · Tutorial
Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2255.
`104059M`
Mirror Madness · Tutorial
Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2256.
`104059G`
Guessing Game · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2257.
`104059B`
Breeding Bugs · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2258.
`104059J`
Jesting Jabberwocky · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2259.
`104059I`
Improving IT · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2260.
`104059D`
Diabolic Doofenshmirtz · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2261.
`104059L`
Lots of Land · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2262.
`104059H`
Hardcore Hangman · Tutorial
Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2263.
`104059A`
Alternative Architecture · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2264.
`104059C`
Chaotic Construction · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2265.
104059K
K.O. Kids · Tutorial
Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2266.
104059E
Enjoyable Entree · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2267.
103372E
Flowerbed Redecoration · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2268.
103372J
Three Competitions · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2269.
103372B
Automatic Sprayer 2 · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2270.
103372D
Equivalent Pipelines · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2271.
103372C
Beautiful Numbers · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2272.
103372H
Periodic Ruler · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2273.
103372G
Or Machine · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2274.
103372F
Inspection · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2275.
103372K
Organizing Beads · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2276.
103372I
Cities Solitaire · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2277.
103372A
Histogram Sequence 3 · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2278.
102787D
The Grim Treaper · Tutorial
Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2279.
102787C
Sneetches and Speeches 3 · Tutorial
Rating: — · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2280.
102787E
Sneetches and Speeches 2 · Tutorial
Rating: — · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2281.
102787Y
Sneetches and Speeches 1 · Tutorial
Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2282.
102787Z
Trick or Treap · Tutorial
Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2283.
102787B
Pear TreaP · Tutorial
Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2284.
102787A
Shandom Ruffle · Tutorial
Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2285.
101955J
How Much Memory Your Code Is Using? · Tutorial
Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2286.
104090B
Useful Algorithm · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2287.
104030I
Icy Itinerary · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2288.
104270G
Repair the Artwork · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2289.
104114K
Knowledge Testing Problem · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2290.
101955M
Renaissance Past in Nancy · Tutorial
Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2291.
101955I
Distance Between Sweethearts · Tutorial
Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2292.
101955B
Sequences Generator · Tutorial
Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2293.
104369L
Classic Problem · Tutorial
Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2294.
104270B
Kawa Exam · Tutorial
Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2295.
103627H
Endless Road · Tutorial
Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2296.
102391K
Wind of Change · Tutorial
Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2297.
103194C
A„3D 0¢Ô0 CD5D 5C$5 Tutorial
Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2298.
103194A
Aô@D 6C¤8 Cô> D„:C DC <
Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2299.
103194D
B >D BC„@Cä2C¤0 CÄ0D$@C„FD°
Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2300.
102028F
Honeycomb · Tutorial
Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2301.
102028A
Xu Xiake in Henan Province · Tutorial
Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2302.
102028I
Distance · Tutorial
Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2303.
104244A
At0CD0Dt5Dt:C =C ?Cä4D BD >Dt5Dt:C€
Rating: — · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —
SanguineChameleon's solution

2304.
1041567
A¶0CÄ=C€
Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2305.
1041568
Aä1D CÔ>C$5CÔ=C O Ct0CD0Dt0 Cô@Câ AD$@Cä:C€
Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2306.
1044411
Long training · Tutorial
Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2307.
1044415
Beware, Evil Numbers! · Tutorial
Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2308.
1044414
Claims Processing · Tutorial
Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2309.
1044413
Treasure Hunter · Tutorial
Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2310.
1044412
Switching TV-Channels · Tutorial
Rating: — · first AC: 2023-07-18 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2311.
104288K
Take On Meme · Tutorial
Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2312.
103261B
String Algorithm · Tutorial
Rating: — · first AC: 2022-12-27 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —
SanguineChameleon's solution

2313.
101205F
Keys · Tutorial
Rating: — · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2314.
101205I
A Safe Bet · Tutorial
Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2315.
101205G
Minimum Cost Flow · Tutorial
Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2316.
101205E
Infiltration · Tutorial
Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2317.
101205L
Takeover Wars · Tutorial
Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2318.
104380H
01 (Hard Version) · Tutorial
Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2319.
104435I
Ominous Acids · Tutorial
Rating: — · first AC: 2023-06-17 · PyPy 3-64 (first AC) · Tags: —

SanguineChameleon's solution

2320.
104435L
Starquake! · Tutorial
Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2321.
104435C
Dethrone Antares Now · Tutorial
Rating: — · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —
SanguineChameleon's solution

2322.
104435H
Not Just an NP-Hard Problem · Tutorial
Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2323.
104435M
TheBuzz · Tutorial
Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2324.
104435G
Irreversible Events · Tutorial
Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2325.
104435J
Sensor Logs · Tutorial
Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2326.
104435K
Star Seeker's Socks · Tutorial
Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2327.
104435B
Cult of Wah! · Tutorial
Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2328.
104391B
Phitsanulok · Tutorial
Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2329.
104391C
Range · Tutorial
Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2330.
104391A
Energy · Tutorial
Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2331.

104400H

Contest Simulation · Tutorial

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2332.

391E2

Three Trees · Tutorial

Quality: 187 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2333.

391E1

Three Trees · Tutorial

Quality: 136 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2334.

391F3

Stock Trading · Tutorial

Quality: 119 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2335.

391F2

Stock Trading · Tutorial

Quality: 119 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

SanguineChameleon's solution

2336.

391F1

Stock Trading · Tutorial

Quality: 225 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

SanguineChameleon's solution

2337.

1042901

A58CD5Cä=C 1C´NCD5CÔ8CP

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2338.

103069G

Prof. Pang's sequence · Tutorial

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2339.

102222H

Fight Against Monsters · Tutorial

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2340.

104354C

Toxel N Tutorial g:ebu b Vh

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2341.

104354G

Toxel N TWf?u;

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2342.
`104252C`
City Folding · Tutorial
Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2343.
`104325I`
Palindrome · Tutorial
Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2344.
`104326A`
Forgotten Numbers · Tutorial
Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2345.
`103914D`
Poker Game: Decision · Tutorial
Rating: — · first AC: 2022-10-25 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2346.
`undefined306`
Balance · Tutorial
Rating: — · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2347.
`104160F`
Half Mixed · Tutorial
Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2348.
`102500J`
Jackdaws And Crows · Tutorial
Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2349.
`102361G`
Game on Chessboard · Tutorial
Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2350.
`1812C`
Digits · Tutorial
Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special
SanguineChameleon's solution

2351.
`1812J`
Unmysterious Language · Tutorial
Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
SanguineChameleon's solution

2352.
`1812F`
Factorization · Tutorial
Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, number theory

SanguineChameleon's solution

2353.
1812B
Was it Rated? · Tutorial
Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation
SanguineChameleon's solution

2354.
1812E
Not a Geometry Problem · Tutorial
Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math
SanguineChameleon's solution

2355.
1812D
Trivial Conjecture · Tutorial
Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, math, number theory
SanguineChameleon's solution

2356.
103957E
Colorful Floor · Tutorial
Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2357.
104234K
Determinant, or...? · Tutorial
Rating: — · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2358.
104160E
Graph Completing · Tutorial
Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2359.
104149H
Hidden Horcrux · Tutorial
Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2360.
104149M
Magic Marbles · Tutorial
Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2361.
104149B
Basic Brewing · Tutorial
Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2362.
104229C
SocialEngineering · Tutorial
Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2363.
104197D
Distance Parities · Tutorial
Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2364.
104160I
Quartz Collection · Tutorial
Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2365.
104160A
Absolute Difference · Tutorial
Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2366.
103964E
Ba Gua Zhen · Tutorial
Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2367.
102028J
Carpets Removal · Tutorial
Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2368.
104077A
Bridge · Tutorial
Rating: — · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2369.
101611F
Fake or Leak? · Tutorial
Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2370.
101611H
Hilarious Cooking · Tutorial
Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2371.
101611G
God of Winds · Tutorial
Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2372.
101177E
Election Frenzy · Tutorial
Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2373.
104077D
Contests · Tutorial
Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2374.
102576L
Wizards Unite · Tutorial
Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2375.
`102576B`
Binomial · Tutorial
Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2376.
`102576A`
Bags of Candies · Tutorial
Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2377.
`102201F`
Fruit Tree · Tutorial
Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2378.
`104021E`
XOR Tree · Tutorial
Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2379.
`104021H`
Delivery Route · Tutorial
Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2380.
`104021L`
Xian Xiang · Tutorial
Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2381.
`104021N`
Fibonacci Sequence · Tutorial
Rating: — · first AC: 2023-01-31 · PyPy 3-64 (first AC) · Tags: —
SanguineChameleon's solution

2382.
`101177D`
Dendroctonus · Tutorial
Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2383.
`104090G`
Subgraph Isomorphism · Tutorial
Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2384.
`104090M`
Please Save Pigeland · Tutorial
Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2385.
`102128D`
Super Non-massive Black Hole · Tutorial
Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2386.

102069D

AD8CÄ0 · Tutorial C, <C AD 8C

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2387.

102128C

Well, Just You Wait! · Tutorial

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2388.

undefined352

Beerland Attacks · Tutorial

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2389.

103359D

AD8CT@D 8 C, 7C 4C GC€

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2390.

103359C

AÄ¼D„5C´>C$:C€

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2391.

102980D

AÔ¹C 5C2 8Cr 7CD0CÔ8Dð

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2392.

1192B

Dynamic Diameter · Tutorial

Quality: 1,560 global accepts · Rating: — · first AC: 2023-01-09 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

SanguineChameleon's solution

2393.

101554B

Boiling Vegetables · Tutorial

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2394.

101554C

Number Trick · Tutorial

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2395.

101554F

Timebomb · Tutorial

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2396.

104065E

Hammer to Fall · Tutorial

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2397.
104065C
Catch You Catch Me · Tutorial
Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2398.
102978G
Games · Tutorial
Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2399.
103446H
Life is a Game · Tutorial
Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2400.
103446I
Steadily Growing Steam · Tutorial
Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2401.
103446G
Edge Groups · Tutorial
Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2402.
103446D
Strange Fractions · Tutorial
Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2403.
103446E
Strange Integers · Tutorial
Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2404.
103446C
Strange Matrices · Tutorial
Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2405.
103446J
Two Binary Strings Problem · Tutorial
Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2406.
103446B
Strange Permutations · Tutorial
Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2407.
103994G
Split sort · Tutorial
Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2408.
101470F
Most Influential Pumpkin · Tutorial
Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2409.
102759F
Interval Graph · Tutorial
Rating: — · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2410.
100199B
Reactor Cooling · Tutorial
Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2411.
100199A
Chinese Girls' Amusement · Tutorial
Rating: — · first AC: 2022-12-24 · PyPy 3-64 (first AC) · Tags: —
SanguineChameleon's solution

2412.
104065H
Life is Hard and Undecidable, but... · Tutorial
Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2413.
104065J
Middle Race · Tutorial
Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2414.
104065L
Por Una Cabeza · Tutorial
Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2415.
103428C
Assign or Multiply · Tutorial
Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2416.
102082I
Ranks · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2417.
104114C
COVID · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2418.
104114B
Birthday Cake · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2419.
104114E
Exercise · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2420.
104114F
Fortune over Sportsmanship · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2421.
104114G
Gears · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2422.
104114H
Hanoi · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2423.
104114N
Nusret Gökçe · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2424.
104114A
AppendAppendAppend · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2425.
103860E
Elegant Tetris · Tutorial
Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2426.
103428M
810975 · Tutorial
Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2427.
103260C
Multiple? · Tutorial
Rating: — · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2428.
103428D
Period · Tutorial
Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2429.
103860K
Security Plan · Tutorial
Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2430.
104008K
Barrel Theory · Tutorial
Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2431.
103729E
Multigate · Tutorial
Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2432.
104008M
Youth Finale · Tutorial
Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2433.
104008A
Lily · Tutorial
Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2434.
101630I
Interactive Sort · Tutorial
Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2435.
101933B
Baby Bites · Tutorial
Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2436.
101933F
Firing the Phaser · Tutorial
Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2437.
101933K
King's Colors · Tutorial
Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2438.
101630K
Knapsack Cryptosystem · Tutorial
Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2439.
103860G
Integer Game · Tutorial
Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2440.
101498L
The Shortest Path · Tutorial
Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2441.
104103D
The Name of the Fourth Problem · Tutorial
Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2442.
104103C
Password Lock · Tutorial
Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2443.
104103B
Matryoshka Inc · Tutorial
Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2444.
104103A
Homework · Tutorial
Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2445.
103214A
Factorial · Tutorial
Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2446.
undefined253
Theodore Roosevelt · Tutorial
Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special
SanguineChameleon's solution

2447.
103521D
Island journey · Tutorial
Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2448.
100168I
B 0D Tutorial>Dô=C„5 CäB D$>Dt:C, 4Câ >D$@CT7C¤0
Rating: — · first AC: 2022-05-24 · last AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2449.
104064H
Heating Up · Tutorial
Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2450.
104077L
Tree · Tutorial
Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2451.
104065A
Ban or Pick, What's the Trick · Tutorial
Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2452.
104065M
Rock-Paper-Scissors Pyramid · Tutorial
Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2453.
100812K
Might and Magic · Tutorial
Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2454.
101341G
I love Codeforces · Tutorial
Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2455.
101341A
Streets of Working Lanterns - 2 · Tutorial
Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2456.
102452J
Junior Mathematician · Tutorial
Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2457.
102452B
Binary Tree · Tutorial
Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2458.
102452G
Game Design · Tutorial
Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2459.
102452D
Defining Labels · Tutorial
Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2460.
102452H
Hold the Line · Tutorial
Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2461.
102461D
RSA factoring · Tutorial
Rating: — · first AC: 2022-11-14 · PyPy 3-64 (first AC) · Tags: —
SanguineChameleon's solution

2462.
102461E
Black Friday · Tutorial
Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2463.
102461C
Advertisement Profit · Tutorial
Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2464.
102461B
Contest Rescheduling · Tutorial
Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2465.
102461A
Expression Formatting · Tutorial
Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2466.
102436E
Stamp · Tutorial
Rating: — · first AC: 2022-11-14 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2467.
102436D
Subset ``AND'' · Tutorial
Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2468.
102436C
Painting Plan · Tutorial
Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2469.
102436B
Trie Minimization · Tutorial
Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2470.
102436A
Cool Water · Tutorial
Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2471.
104015M
The Sum of Good Numbers · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2472.
104015L
RBS · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2473.
104015K
Staircases · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2474.
104015J
Replacing Letters · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2475.
104015I
Tree Painting · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2476.
104015H
Colored Balls · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2477.
104015G
Training Session · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2478.
104015F
Coconuts · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2479.
104015E
Delete Two Elements · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2480.
104015D
Rectangle Restoration · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2481.
104015C
Groups · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2482.
104015B
Computer Game · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2483.
104015A
Candies · Tutorial
Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2484.
103990D
Distance and Tree · Tutorial
Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2485.
`103990I`
Invitation · Tutorial
Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2486.
`103990H`
Heximal · Tutorial
Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2487.
`103990F`
Finalists · Tutorial
Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2488.
`103990C`
Correct · Tutorial
Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2489.
`103914F`
Longest Common Subsequence · Tutorial
Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2490.
`101620L`
Lunar Landscape · Tutorial
Rating: — · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2491.
`101620H`
Hidden Hierarchy · Tutorial
Rating: — · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2492.
`103960M`
Hopscotch Marathon · Tutorial
Rating: — · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2493.
`103960C`
Cutting with Lasers · Tutorial
Rating: — · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2494.
`103960L`
Listing Tedious Paths · Tutorial
Rating: — · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2495.
`103960H`
Helping the Transit · Tutorial
Rating: — · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2496.
103960N
Numbers on both Sides · Tutorial
Rating: — · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2497.
103960I
Intercepting Information · Tutorial
Rating: — · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2498.
103960A
Finding Maximal Non-Trivial Monotones · Tutorial
Rating: — · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2499.
103960J
Playing 23 · Tutorial
Rating: — · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2500.
103960E
Eliminating Ballons · Tutorial
Rating: — · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2501.
103960D
Displacing Particles · Tutorial
Rating: — · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2502.
103960B
Fun with Stones · Tutorial
Rating: — · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2503.
103960F
Multidimensional Hangman · Tutorial
Rating: — · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2504.
102155I
$\leq$ or $\geq$ · Tutorial
Rating: — · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2505.
102394A
Artful Paintings · Tutorial
Rating: — · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2506.
100571B
Troynacci Query · Tutorial
Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2507.
100168C
AÔ¡Cäl0 4DÂ <CÔ>C4>D43Cä;DÄ=C„:C · Tutorial
Rating: — · first AC: 2022-05-24 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2508.
102956N
Best Solution Unknown · Tutorial
Rating: — · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2509.
102956A
Belarusian State University · Tutorial
Rating: — · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2510.
100571F
TROY Query · Tutorial
Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2511.
100958G
Snake · Tutorial
Rating: — · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2512.
100168A
AÔ¡CÓD =D´9 D43Cä; D$>Dt:C€ · Tutorial
Rating: — · first AC: 2022-05-24 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2513.
undefined325
Palindrome · Tutorial
Rating: — · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2514.
102331I
Interactive Vertex · Tutorial
Rating: — · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2515.
102916K
Bloodseeker · Tutorial
Rating: — · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2516.
102916D
Two Pirates - 2 · Tutorial
Rating: — · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2517.
102576C
Bookface · Tutorial
Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2518.
`103145H`
Loneliness · Tutorial
Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2519.
`103145C`
Vertex Deletion · Tutorial
Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2520.
`101104H`
Rummikub · Tutorial
Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2521.
`101194G`
Pandaria · Tutorial
Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2522.
`101615I`
Long Long Strings · Tutorial
Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2523.
`101617E`
Long Long Strings · Tutorial
Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2524.
`101652V`
Long Long Strings · Tutorial
Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2525.
`100519I`
Interactive Primes Guessing · Tutorial
Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2526.
`101615H`
Avoiding Airports · Tutorial
Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2527.
`101223C`
Manic Moving · Tutorial
Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2528.
`391D2`
Supercollider · Tutorial
Quality: 218 global accepts · Rating: — · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

SanguineChameleon's solution

2529.
391D1
Supercollider · Tutorial
Quality: 293 global accepts · Rating: — · first AC: 2022-08-16 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force
SanguineChameleon's solution

2530.
101221G
Metal Processing Plant · Tutorial
Rating: — · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2531.
101627E
K-th order statistic · Tutorial
Rating: — · first AC: 2022-08-16 · PyPy 3-64 (first AC) · Tags: —
SanguineChameleon's solution

2532.
100519A
Advanced 2048 · Tutorial
Rating: — · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2533.
101652T
Security Badge · Tutorial
Rating: — · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2534.
101615G
Security Badge · Tutorial
Rating: — · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2535.
101617H
Security Badges · Tutorial
Rating: — · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2536.
103430C
Athletes · Tutorial
Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2537.
103102D
Disk Sort · Tutorial
Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2538.
100570A
LCM Query · Tutorial
Rating: — · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2539.
103536A
Guards · Tutorial
Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2540.
103409J
Suffix Automaton · Tutorial
Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2541.
103414G
Maximaze XOR sum · Tutorial
Rating: — · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2542.
101174E
Passwords · Tutorial
Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2543.
102916H
Video Reviews - 2 · Tutorial
Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2544.
101755K
Video Reviews · Tutorial
Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2545.
103414F
Race · Tutorial
Rating: — · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2546.
100114J
Computer Network · Tutorial
Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2547.
100168S
Aô>TC÷Cd5CÔ8CR BCäGCT: C$=CR ?D OCÄ>C•
Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2548.
100168T
B 0D÷AD$>Dô=C„5 CÄ5Cd4D2 ;D4GC <C€
Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2549.
100168R
Aô@C„=C 4C´5Cd=CäAD$L D$>Dt:C, >D$@CT7C¤C
Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2550.
100168Q
Aô@C„=C 4C´5Cd=CäAD$L D$>Dt:C, ;D4GD0
Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2551.

100168P

AôÔC„=C 4C´5Cd=CäAD$L D$>Dt:C, ?D OCÄ>C•

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2552.

100168O

AôDD 0C´;CT;DÄ=C O Cô@Dô<C O

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2553.

100168N

B4@TC 2CÔ5CÔ8CR ?D OCÄ>C’ ”•

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2554.

100168M

B4@TC 2CÔ5CÔ8CR ?D OCÄ>C’ •

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2555.

100168L

AD;C„=C 2CT:D$>D 0

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2556.

100168K

Aô5D 5D 5Dt5CÔ8CR 4C$CDR ?D OCÄKDP

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2557.

100168J

B 0D AD$>Dô=C„5 CÄ5Cd4D2 >D$@CT7C¤0CÄ8

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2558.

100168H

B 0D AD$>Dô=C„5 CäB D$>Dt:C, 4Câ ;D4GC

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2559.

100168G

B 0D AD$>Dô=C„5 CäB D$>Dt:C, 4Câ ?D OCÄ>C’

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2560.

100168F

B 0D AD$>Dô=C„5 CäB D$>Dt:C, 4Câ ?D OCÄ>C•

Rating: — · first AC: 2022-05-24 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2561.

100168E

A 8D AC:D$@C„AC

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2562.

100168D

AÕ¡Ca1C 4DÂ BD 5D43Cä;DÄ=C„:C · Tutorial

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2563.

100168B

B43Cä;CÄ5Cd4D2 2CT:D$>D 0CÄ8 · Tutorial

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2564.

103443K

Insertion Array · Tutorial

Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2565.

101806Q

QueryreuQ · Tutorial

Rating: — · first AC: 2022-05-15 · last AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2566.

1662D

Evolution of Weasels · Tutorial

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

SanguineChameleon's solution

2567.

1662O

Circular Maze · Tutorial

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

SanguineChameleon's solution

2568.

1662I

Ice Cream Shop · Tutorial

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

SanguineChameleon's solution

2569.

1662H

Boundary · Tutorial

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

SanguineChameleon's solution

2570.

1662M

Bottle Arrangements · Tutorial

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

SanguineChameleon's solution

2571.

1662A

Organizing SWERC · Tutorial

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

SanguineChameleon's solution

2572.

101182E

Magical hourglass store · Tutorial

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2573.
`102501L`
River Game · Tutorial
Rating: — · first AC: 2022-05-04 · last AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2574.
`101853G`
Hard Equation · Tutorial
Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2575.
`undefined106`
The Equation · Tutorial
Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: *special
SanguineChameleon's solution

2576.
`100633D`
LWDB · Tutorial
Rating: — · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2577.
`1663D`
Is it rated - 3 · Tutorial
Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math
SanguineChameleon's solution

2578.
`103069B`
Rectangle Flip 2 · Tutorial
Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2579.
`1663H`
Cross-Language Program · Tutorial
Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-04 · Text (first AC) · Tags: *special, constructive algorithms
SanguineChameleon's solution

2580.
`1663C`
P Ö¦ Verdon Tutorial
Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math
SanguineChameleon's solution

2581.
`1663B`
Mike's Sequence · Tutorial
Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math
SanguineChameleon's solution

2582.
`1663A`
Who Tested? · Tutorial
Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees
SanguineChameleon's solution

2583.
`101193H`
A+B · Tutorial
Rating: — · first AC: 2022-04-01 · last AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2584.
101193F
Cactus · Tutorial
Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2585.
101192B
Sum-and-sum · Tutorial
Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2586.
101192H
Cipher · Tutorial
Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2587.
101192F
Stone, grass and fire · Tutorial
Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2588.
101192A
LIS and GCD · Tutorial
Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2589.
101192C
A lost array · Tutorial
Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2590.
103469J
Joke · Tutorial
Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2591.
103469B
Bruteforce · Tutorial
Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2592.
103469D
Deleting · Tutorial
Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2593.
103469A
AND · Tutorial
Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2594.
103627F
Lag · Tutorial
Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2595.
101933D
Delivery Delays · Tutorial
Rating: — · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2596.
103483L
Birthday · Tutorial
Rating: — · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2597.
103439C
Counting Phenomenal Arrays · Tutorial
Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2598.
100589H
Count Subarrays · Tutorial
Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2599.
103409B
A Plus B Problem · Tutorial
Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2600.
103409E
Buy and Delete · Tutorial
Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2601.
103409G
Occupy the Cities · Tutorial
Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2602.
103409I
PTSD · Tutorial
Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2603.
103409A
A Hero Named Magnus · Tutorial
Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2604.
101191D
Interactive lock · Tutorial
Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2605.
102058A
Dumae · Tutorial
Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

SanguineChameleon's solution

2606.
102644I
Count Paths Queries · Tutorial
Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2607.
102644H
String Mood Updates · Tutorial
Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2608.
102644G
Recurrence With Square · Tutorial
Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2609.
102644F
Min Path · Tutorial
Rating: — · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2610.
102644E
Knight Paths · Tutorial
Rating: — · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2611.
102644D
Count Paths · Tutorial
Rating: — · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2612.
102644C
Fibonacci · Tutorial
Rating: — · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2613.
102644B
String Mood · Tutorial
Rating: — · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2614.
102644A
Random Mood · Tutorial
Rating: — · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2615.
103069A
Namomo Subsequence · Tutorial
Rating: — · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
SanguineChameleon's solution

2616.
102767G
Singhal and Multiplication · Tutorial
Rating: — · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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