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Unique solved — Shifted

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

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

Filters: none

Count: 672

1.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: [games](#), [greedy](#), [implementation](#), [math](#)

[Shifted's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[Shifted's solution](#)

3.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: [math](#)

[Shifted's solution](#)

4.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [strings](#)

[Shifted's solution](#)

5.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[Shifted's solution](#)

6.

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: [math](#)

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7.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [games](#), [greedy](#), [math](#)

[Shifted's solution](#)

8.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[Shifted's solution](#)

9.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: [dp](#), [geometry](#), [greedy](#), [math](#)

[Shifted's solution](#)

10.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Shifted's solution](#)

11.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Shifted's solution](#)

12.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shifted's solution](#)

13.

2020A

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

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Shifted's solution](#)

14.

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Shifted's solution](#)

15.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Shifted's solution](#)

16.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Shifted's solution](#)

17.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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18.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Shifted's solution](#)

19.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Shifted's solution](#)

20.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Shifted's solution](#)

21.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[Shifted's solution](#)

22.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
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23.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[Shifted's solution](#)

24.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Shifted's solution](#)

25.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Shifted's solution](#)

26.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Shifted's solution](#)

27.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Shifted's solution](#)

28.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Shifted's solution](#)

29.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[Shifted's solution](#)

30.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Shifted's solution](#)

- 31.**
1986A
[X Axis](#) · [Tutorial](#)
Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[Shifted's solution](#)
- 32.**
1957A
[Stickogon](#) · [Tutorial](#)
Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Shifted's solution](#)
- 33.**
1966A
[Card Exchange](#) · [Tutorial](#)
Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[Shifted's solution](#)
- 34.**
4A
[Watermelon](#) · [Tutorial](#)
Quality: 688,041 global accepts · Rating: 800 · first AC: 2023-12-18 · last AC: 2024-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Shifted's solution](#)
- 35.**
1995A
[Diagonals](#) · [Tutorial](#)
Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[Shifted's solution](#)
- 36.**
1994A
[Diverse Game](#) · [Tutorial](#)
Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Shifted's solution](#)
- 37.**
236A
[Boy or Girl](#) · [Tutorial](#)
Quality: 279,111 global accepts · Rating: 800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[Shifted's solution](#)
- 38.**
1989A
[Catch the Coin](#) · [Tutorial](#)
Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Shifted's solution](#)
- 39.**
1983A
[Array Divisibility](#) · [Tutorial](#)
Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Shifted's solution](#)
- 40.**
1987A
[Upload More RAM](#) · [Tutorial](#)
Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Shifted's solution](#)

41.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Shifted's solution](#)

42.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, sortings

[Shifted's solution](#)

43.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Shifted's solution](#)

44.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Shifted's solution](#)

45.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Shifted's solution](#)

46.

1977A

[Little Nikita](#) · [Tutorial](#)

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

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47.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Shifted's solution](#)

48.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation

[Shifted's solution](#)

49.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shifted's solution](#)

50.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Shifted's solution](#)

51.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shifted's solution](#)

52.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Shifted's solution](#)

53.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shifted's solution](#)

54.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shifted's solution](#)

55.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Shifted's solution](#)

56.

1669C

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

Quality: 41,485 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Shifted's solution](#)

57.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,553 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Shifted's solution](#)

58.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,568 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shifted's solution](#)

59.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,194 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Shifted's solution](#)

60.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Shifted's solution](#)

61.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Shifted's solution](#)

62.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Shifted's solution](#)

63.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Shifted's solution](#)

64.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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65.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Shifted's solution](#)

66.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: math
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67.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Shifted's solution](#)

68.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Shifted's solution](#)

69.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Shifted's solution](#)

70.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,152 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[Shifted's solution](#)

71.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Shifted's solution](#)

72.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,377 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Shifted's solution](#)

73.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Shifted's solution](#)

74.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Shifted's solution](#)

75.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Shifted's solution](#)

76.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,163 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Shifted's solution](#)

77.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[Shifted's solution](#)

78.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[Shifted's solution](#)

79.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,040 global accepts · Rating: 800 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Shifted's solution](#)

80.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Shifted's solution](#)

81.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,417 global accepts · Rating: 800 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Shifted's solution](#)

82.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Shifted's solution](#)

83.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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84.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,444 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Shifted's solution](#)

85.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shifted's solution](#)

86.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shifted's solution](#)

87.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shifted's solution](#)

88.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Shifted's solution](#)

89.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Shifted's solution](#)

90.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shifted's solution](#)

91.

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

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92.

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shifted's solution](#)

93.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[Shifted's solution](#)

94.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shifted's solution](#)

95.

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

[Shifted's solution](#)

96.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Shifted's solution](#)

97.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · Python 3 (first AC) · Tags: greedy, sortings

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98.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-07-12 · Python 3 (first AC) · Tags: brute force, implementation, strings

[Shifted's solution](#)

99.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,191 global accepts · Rating: 800 · first AC: 2022-07-12 · Python 3 (first AC) · Tags: data structures, implementation

[Shifted's solution](#)

100.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,268 global accepts · Rating: 800 · first AC: 2022-07-12 · Python 3 (first AC) · Tags: brute force, implementation, strings

[Shifted's solution](#)

101.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · Python 3 (first AC) · Tags: constructive algorithms, math

[Shifted's solution](#)

102.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · Python 3 (first AC) · Tags: games

[Shifted's solution](#)

103.

2178B

[Impost or Sus](#) · [Tutorial](#)

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

[Shifted's solution](#)

104.

2062B

[Clockwork](#) · [Tutorial](#)

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

[Shifted's solution](#)

105.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[Shifted's solution](#)

106.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Shifted's solution](#)

107.

1988B

[Make Majority](#) · [Tutorial](#)

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

[Shifted's solution](#)

108.

1988A

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

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

[Shifted's solution](#)

109.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Shifted's solution](#)

110.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Shifted's solution](#)

111.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Shifted's solution](#)

112.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shifted's solution](#)

113.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Shifted's solution](#)

114.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shifted's solution](#)

115.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Shifted's solution](#)

116.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[Shifted's solution](#)

117.

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Shifted's solution](#)

118.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Shifted's solution](#)

119.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Shifted's solution](#)

120.

1856B

[Good Arrays](#) · [Tutorial](#)

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

[Shifted's solution](#)

121.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,838 global accepts · Rating: 900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Shifted's solution](#)

122.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[Shifted's solution](#)

123.

1699B

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

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Shifted's solution](#)

124.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Shifted's solution](#)

125.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Shifted's solution](#)

126.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Shifted's solution](#)

127.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Shifted's solution](#)

128.

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Shifted's solution](#)

129.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Shifted's solution](#)

130.

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Shifted's solution](#)

131.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Shifted's solution](#)

132.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Shifted's solution](#)

133.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Shifted's solution](#)

134.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Shifted's solution](#)

135.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Shifted's solution](#)

136.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Shifted's solution](#)

137.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Shifted's solution](#)

138.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Shifted's solution](#)

139.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,278 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Shifted's solution](#)

140.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Shifted's solution](#)

141.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Shifted's solution](#)

142.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Shifted's solution](#)

143.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Shifted's solution](#)

144.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · Python 3 (first AC) · Tags: games, greedy

[Shifted's solution](#)

145.

2160B

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

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Shifted's solution](#)

146.

2061B

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

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

[Shifted's solution](#)

147.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Shifted's solution](#)

148.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Shifted's solution](#)

149.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Shifted's solution](#)

150.

1993B

[Parity and Sum](#) · [Tutorial](#)

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

[Shifted's solution](#)

151.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Shifted's solution](#)

152.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Shifted's solution](#)

153.

1991B

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

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

[Shifted's solution](#)

154.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Shifted's solution](#)

155.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Shifted's solution](#)

156.

1994B

[Fun Game](#) · [Tutorial](#)

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

[Shifted's solution](#)

157.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Shifted's solution](#)

158.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Shifted's solution](#)

159.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Shifted's solution](#)

160.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shifted's solution](#)

161.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Shifted's solution](#)

162.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Shifted's solution](#)

163.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Shifted's solution](#)

164.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[Shifted's solution](#)

165.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Shifted's solution](#)

166.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Shifted's solution](#)

167.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Shifted's solution](#)

168.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[Shifted's solution](#)

169.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Shifted's solution](#)

170.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Shifted's solution](#)

171.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Shifted's solution](#)

172.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Shifted's solution](#)

173.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Shifted's solution](#)

174.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Shifted's solution](#)

175.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Shifted's solution](#)

176.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[Shifted's solution](#)

177.

2174A

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

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Shifted's solution](#)

178.

2190A

[Sorting Game](#) · [Tutorial](#)

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

[Shifted's solution](#)

179.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Shifted's solution](#)

180.

2178C

[First or Second](#) · [Tutorial](#)

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

[Shifted's solution](#)

181.

2062C

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

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

[Shifted's solution](#)

182.

2053B

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

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

[Shifted's solution](#)

183.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Shifted's solution](#)

184.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Shifted's solution](#)

185.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Shifted's solution](#)

186.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[Shifted's solution](#)

187.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Shifted's solution](#)

188.

2002C

[Black Circles](#) · [Tutorial](#)

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

[Shifted's solution](#)

189.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[Shifted's solution](#)

190.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Shifted's solution](#)

191.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Shifted's solution](#)

192.

1982B

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

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

193.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: *special, greedy, two pointers
[Shifted's solution](#)

194.

1875B

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

Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[Shifted's solution](#)

195.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[Shifted's solution](#)

196.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[Shifted's solution](#)

197.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[Shifted's solution](#)

198.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings
[Shifted's solution](#)

199.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Shifted's solution](#)

200.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Shifted's solution](#)

201.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Shifted's solution](#)

202.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Shifted's solution](#)

203.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Shifted's solution](#)

204.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shifted's solution](#)

205.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Shifted's solution](#)

206.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shifted's solution](#)

207.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Shifted's solution](#)

208.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Shifted's solution](#)

209.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Shifted's solution](#)

210.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Shifted's solution](#)

211.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shifted's solution](#)

212.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Shifted's solution](#)

213.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Shifted's solution](#)

214.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · Python 3 (first AC) · Tags: implementation

[Shifted's solution](#)

215.

2201A1

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

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

[Shifted's solution](#)

216.

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Shifted's solution](#)

217.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Shifted's solution](#)

218.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Shifted's solution](#)

219.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Shifted's solution](#)

220.

2022B

[Kar Salesman](#) · [Tutorial](#)

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

221.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[Shifted's solution](#)

222.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Shifted's solution](#)

223.

1988C

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

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

224.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[Shifted's solution](#)

225.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Shifted's solution](#)

226.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math
[Shifted's solution](#)

227.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,123 global accepts · Rating: 1300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Shifted's solution](#)

228.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[Shifted's solution](#)

229.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[Shifted's solution](#)

230.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Shifted's solution](#)

231.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Shifted's solution](#)

232.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Shifted's solution](#)

233.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Shifted's solution](#)

234.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Shifted's solution](#)

235.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,286 global accepts · Rating: 1300 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Shifted's solution](#)

236.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Shifted's solution](#)

237.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Shifted's solution](#)

238.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shifted's solution](#)

239.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[Shifted's solution](#)

240.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[Shifted's solution](#)

241.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Shifted's solution](#)

242.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[Shifted's solution](#)

243.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,657 global accepts · Rating: 1300 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Shifted's solution](#)

244.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Shifted's solution](#)

245.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Shifted's solution](#)

246.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2022-05-02 · MS C++ 2017 (first AC) · Tags: brute force

[Shifted's solution](#)

247.

2190B1

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

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

[Shifted's solution](#)

248.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Shifted's solution](#)

249.

2034C

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

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

[Shifted's solution](#)

250.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Shifted's solution](#)

251.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Shifted's solution](#)

252.

2000E

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

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Shifted's solution](#)

253.

1993C

[Light Switches](#) · [Tutorial](#)

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

[Shifted's solution](#)

254.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Shifted's solution](#)

255.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Shifted's solution](#)

256.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Shifted's solution](#)

257.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Shifted's solution](#)

258.

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Shifted's solution](#)

259.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 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

[Shifted's solution](#)

260.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Shifted's solution](#)

261.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Shifted's solution](#)

262.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Shifted's solution](#)

263.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Shifted's solution](#)

264.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Shifted's solution](#)

265.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Shifted's solution](#)

266.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Shifted's solution](#)

267.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Shifted's solution](#)

268.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shifted's solution](#)

269.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Shifted's solution](#)

270.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Shifted's solution](#)

271.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Shifted's solution](#)

272.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Shifted's solution](#)

273.

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Shifted's solution](#)

274.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · Python 3 (first AC) · Tags: brute force, implementation

[Shifted's solution](#)

275.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Shifted's solution](#)

276.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

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

[Shifted's solution](#)

277.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Shifted's solution](#)

278.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Shifted's solution](#)

279.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Shifted's solution](#)

280.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[Shifted's solution](#)

281.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[Shifted's solution](#)

282.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[Shifted's solution](#)

283.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Shifted's solution](#)

284.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Shifted's solution](#)

285.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[Shifted's solution](#)

286.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[Shifted's solution](#)

287.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings
[Shifted's solution](#)

288.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[Shifted's solution](#)

289.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[Shifted's solution](#)

290.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Shifted's solution](#)

291.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Shifted's solution](#)

292.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Shifted's solution](#)

293.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Shifted's solution](#)

294.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Shifted's solution](#)

295.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Shifted's solution](#)

296.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Shifted's solution](#)

297.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Shifted's solution](#)

298.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Shifted's solution](#)

299.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Shifted's solution](#)

300.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory,

sortings

[Shifted's solution](#)

301.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Shifted's solution](#)

302.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Shifted's solution](#)

303.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Shifted's solution](#)

304.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Shifted's solution](#)

305.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Shifted's solution](#)

306.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Shifted's solution](#)

307.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Shifted's solution](#)

308.

1872E

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

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Shifted's solution](#)

309.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Shifted's solution](#)

310.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Shifted's solution](#)

311.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Shifted's solution](#)

312.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Shifted's solution](#)

313.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Shifted's solution](#)

314.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Shifted's solution](#)

315.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Shifted's solution](#)

316.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shifted's solution](#)

317.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Shifted's solution](#)

318.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Shifted's solution](#)

319.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Shifted's solution](#)

320.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Shifted's solution](#)

321.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Shifted's solution](#)

322.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,799 global accepts · Rating: 1500 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings, two pointers

[Shifted's solution](#)

323.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Shifted's solution](#)

324.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Shifted's solution](#)

325.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Shifted's solution](#)

326.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Shifted's solution](#)

327.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Shifted's solution](#)

328.

2061D

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

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

[Shifted's solution](#)

329.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

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

[Shifted's solution](#)

330.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,173 global accepts · Rating: 1600 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

[Shifted's solution](#)

331.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[Shifted's solution](#)

332.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Shifted's solution](#)

333.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Shifted's solution](#)

334.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Shifted's solution](#)

335.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Shifted's solution](#)

336.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2023-10-25 · last AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Shifted's solution](#)

337.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Shifted's solution](#)

338.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Shifted's solution](#)

339.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Shifted's solution](#)

340.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Shifted's solution](#)

341.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[Shifted's solution](#)

342.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Shifted's solution](#)

343.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Shifted's solution](#)

344.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Shifted's solution](#)

345.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Shifted's solution](#)

346.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shifted's solution](#)

347.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Shifted's solution](#)

348.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Shifted's solution](#)

349.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Shifted's solution](#)

350.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shifted's solution](#)

351.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Shifted's solution](#)

352.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Shifted's solution](#)

353.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Shifted's solution](#)

354.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Shifted's solution](#)

355.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Shifted's solution](#)

356.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Shifted's solution](#)

357.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Shifted's solution](#)

358.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Shifted's solution](#)

359.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Shifted's solution](#)

360.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Shifted's solution](#)

361.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Shifted's solution](#)

362.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Shifted's solution](#)

363.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[Shifted's solution](#)

364.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Shifted's solution](#)

365.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Shifted's solution](#)

366.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Shifted's solution](#)

367.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Shifted's solution](#)

368.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Shifted's solution](#)

369.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Shifted's solution](#)

370.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Shifted's solution](#)

371.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Shifted's solution](#)

372.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Shifted's solution](#)

373.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[Shifted's solution](#)

374.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Shifted's solution](#)

375.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Shifted's solution](#)

376.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, ternary search

[Shifted's solution](#)

377.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Shifted's solution](#)

378.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Shifted's solution](#)

379.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Shifted's solution](#)

380.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Shifted's solution](#)

381.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Shifted's solution](#)

382.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Shifted's solution](#)

383.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Shifted's solution](#)

384.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Shifted's solution](#)

385.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Shifted's solution](#)

386.

1165D

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

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Shifted's solution](#)

387.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Shifted's solution](#)

388.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[Shifted's solution](#)

389.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shifted's solution](#)

390.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers

[Shifted's solution](#)

391.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Shifted's solution](#)

392.

2201B

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

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

[Shifted's solution](#)

393.

2201A2

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

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

[Shifted's solution](#)

394.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Shifted's solution](#)

395.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Shifted's solution](#)

396.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Shifted's solution](#)

397.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Shifted's solution](#)

398.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Shifted's solution](#)

399.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Shifted's solution](#)

400.

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

[Shifted's solution](#)

401.

2006A

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

Quality: 9,371 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

[Shifted's solution](#)

402.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Shifted's solution](#)

403.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[Shifted's solution](#)

404.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Shifted's solution](#)

405.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Shifted's solution](#)

406.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Shifted's solution](#)

407.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Shifted's solution](#)

408.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math

[Shifted's solution](#)

409.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Shifted's solution](#)

410.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[Shifted's solution](#)

411.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Shifted's solution](#)

412.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp,

greedy, shortest paths, trees

[Shifted's solution](#)

413.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[Shifted's solution](#)

414.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Shifted's solution](#)

415.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shifted's solution](#)

416.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Shifted's solution](#)

417.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Shifted's solution](#)

418.

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

[Shifted's solution](#)

419.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Shifted's solution](#)

420.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[Shifted's solution](#)

421.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[Shifted's solution](#)

422.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics,

implementation, math, sortings, two pointers

[Shifted's solution](#)

423.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Shifted's solution](#)

424.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Shifted's solution](#)

425.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Shifted's solution](#)

426.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Shifted's solution](#)

427.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[Shifted's solution](#)

428.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Shifted's solution](#)

429.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Shifted's solution](#)

430.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[Shifted's solution](#)

431.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Shifted's solution](#)

432.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math,

number theory

[Shifted's solution](#)

433.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Shifted's solution](#)

434.

1903D1

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

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Shifted's solution](#)

435.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Shifted's solution](#)

436.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Shifted's solution](#)

437.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Shifted's solution](#)

438.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Shifted's solution](#)

439.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Shifted's solution](#)

440.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Shifted's solution](#)

441.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Shifted's solution](#)

442.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Shifted's solution](#)

443.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Shifted's solution](#)

444.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Shifted's solution](#)

445.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Shifted's solution](#)

446.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Shifted's solution](#)

447.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Shifted's solution](#)

448.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Shifted's solution](#)

449.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Shifted's solution](#)

450.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Shifted's solution](#)

451.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Shifted's solution](#)

452.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Shifted's solution](#)

453.

2187B

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

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Shifted's solution](#)

454.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Shifted's solution](#)

455.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Shifted's solution](#)

456.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Shifted's solution](#)

457.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Shifted's solution](#)

458.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Shifted's solution](#)

459.

1846E2

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

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math

[Shifted's solution](#)

460.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Shifted's solution](#)

461.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Shifted's solution](#)

462.

2022C

[Gerrymandering](#) · [Tutorial](#)

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

[Shifted's solution](#)

463.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Shifted's solution](#)

464.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Shifted's solution](#)

465.

2006B

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

Quality: 4,358 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

[Shifted's solution](#)

466.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Shifted's solution](#)

467.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[Shifted's solution](#)

468.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Shifted's solution](#)

469.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Shifted's solution](#)

470.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Shifted's solution](#)

471.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Shifted's solution](#)

472.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Shifted's solution](#)

473.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Shifted's solution](#)

474.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Shifted's solution](#)

475.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Shifted's solution](#)

476.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Shifted's solution](#)

477.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Shifted's solution](#)

478.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Shifted's solution](#)

479.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Shifted's solution](#)

480.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Shifted's solution](#)

481.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Shifted's solution](#)

482.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Shifted's solution](#)

483.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Shifted's solution](#)

484.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shifted's solution](#)

485.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Shifted's solution](#)

486.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,914 global accepts · Rating: 1800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Shifted's solution](#)

487.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Shifted's solution](#)

488.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Shifted's solution](#)

489.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Shifted's solution](#)

490.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Shifted's solution](#)

491.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[Shifted's solution](#)

492.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Shifted's solution](#)

493.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Shifted's solution](#)

494.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Shifted's solution](#)

495.

2190B2

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

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

[Shifted's solution](#)

496.

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, strings

[Shifted's solution](#)

497.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Shifted's solution](#)

498.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Shifted's solution](#)

499.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Shifted's solution](#)

500.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Shifted's solution](#)

501.

2053E

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

Quality: 4,515 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

[Shifted's solution](#)

502.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[Shifted's solution](#)

503.

2022D1

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

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

[Shifted's solution](#)

504.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Shifted's solution](#)

505.

2000F

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

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

[Shifted's solution](#)

506.

2002D1

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

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

[Shifted's solution](#)

507.

1998C

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

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Shifted's solution](#)

508.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Shifted's solution](#)

509.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Shifted's solution](#)

510.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Shifted's solution](#)

511.

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

[Shifted's solution](#)

512.

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

[Shifted's solution](#)

513.

1994D

[Funny Game](#) · [Tutorial](#)

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

[Shifted's solution](#)

514.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Shifted's solution](#)

515.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation, math

[Shifted's solution](#)

516.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Shifted's solution](#)

517.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Shifted's solution](#)

518.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Shifted's solution](#)

519.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Shifted's solution](#)

520.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Shifted's solution](#)

521.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Shifted's solution](#)

522.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures

[Shifted's solution](#)

523.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Shifted's solution](#)

524.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Shifted's solution](#)

525.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Shifted's solution](#)

526.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

527.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Shifted's solution](#)

528.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Shifted's solution](#)

529.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shifted's solution](#)

530.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Shifted's solution](#)

531.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1900 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Shifted's solution](#)

532.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Shifted's solution](#)

533.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shifted's solution](#)

534.

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

[Shifted's solution](#)

535.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shifted's solution](#)

536.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Shifted's solution](#)

537.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Shifted's solution](#)

538.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Shifted's solution](#)

539.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[Shifted's solution](#)

540.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Shifted's solution](#)

541.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Shifted's solution](#)

542.

2201C

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

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

[Shifted's solution](#)

543.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Shifted's solution](#)

544.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Shifted's solution](#)

545.

2178E

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

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

[Shifted's solution](#)

546.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Shifted's solution](#)

547.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[Shifted's solution](#)

548.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Shifted's solution](#)

549.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Shifted's solution](#)

550.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Shifted's solution](#)

551.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Shifted's solution](#)

552.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2025-01-29 · last AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Shifted's solution](#)

553.

2061E

[Kevin and And](#) · [Tutorial](#)

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

[Shifted's solution](#)

554.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Shifted's solution](#)

555.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Shifted's solution](#)

556.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Shifted's solution](#)

557.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Shifted's solution](#)

558.

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Shifted's solution](#)

559.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Shifted's solution](#)

560.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Shifted's solution](#)

561.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Shifted's solution](#)

562.

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

[Shifted's solution](#)

563.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Shifted's solution](#)

564.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Shifted's solution](#)

565.

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Shifted's solution](#)

566.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Shifted's solution](#)

567.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Shifted's solution](#)

568.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shifted's solution](#)

569.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Shifted's solution](#)

570.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Shifted's solution](#)

571.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Shifted's solution](#)

572.

1931G

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

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Shifted's solution](#)

573.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Shifted's solution](#)

574.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[Shifted's solution](#)

575.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Shifted's solution](#)

576.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Shifted's solution](#)

577.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Shifted's solution](#)

578.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shifted's solution](#)

579.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Shifted's solution](#)

580.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Shifted's solution](#)

581.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shifted's solution](#)

582.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Shifted's solution](#)

583.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Shifted's solution](#)

584.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Shifted's solution](#)

585.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Shifted's solution](#)

586.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Shifted's solution](#)

587.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Shifted's solution](#)

588.

2061F1

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

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

[Shifted's solution](#)

589.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Shifted's solution](#)

590.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Shifted's solution](#)

591.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Shifted's solution](#)

592.

2000G

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

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

[Shifted's solution](#)

593.

1998D

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

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Shifted's solution](#)

594.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Shifted's solution](#)

595.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Shifted's solution](#)

596.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Shifted's solution](#)

597.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Shifted's solution](#)

598.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Shifted's solution](#)

599.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Shifted's solution](#)

600.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Shifted's solution](#)

601.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Shifted's solution](#)

602.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Shifted's solution](#)

603.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Shifted's solution](#)

604.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Shifted's solution](#)

605.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Shifted's solution](#)

606.

2178F

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

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

[Shifted's solution](#)

607.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Shifted's solution](#)

608.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Shifted's solution](#)

609.

2000H

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

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Shifted's solution](#)

610.

2062D

[Balanced Tree](#) · [Tutorial](#)

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

[Shifted's solution](#)

611.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Shifted's solution](#)

612.

2034E

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

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

[Shifted's solution](#)

613.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Shifted's solution](#)

614.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Shifted's solution](#)

615.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Shifted's solution](#)

616.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Shifted's solution](#)

617.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Shifted's solution](#)

618.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Shifted's solution](#)

619.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Shifted's solution](#)

620.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Shifted's solution](#)

621.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Shifted's solution](#)

622.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Shifted's solution](#)

623.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Shifted's solution](#)

624.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Shifted's solution](#)

625.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Shifted's solution](#)

626.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Shifted's solution](#)

627.

2160F

[Twin Polynomials](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Shifted's solution](#)

628.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[Shifted's solution](#)

629.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Shifted's solution](#)

630.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Shifted's solution](#)

631.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Shifted's solution](#)

632.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Shifted's solution](#)

633.

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

[Shifted's solution](#)

634.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Shifted's solution](#)

635.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Shifted's solution](#)

636.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Shifted's solution](#)

637.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Shifted's solution](#)

638.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Shifted's solution](#)

639.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Shifted's solution](#)

640.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Shifted's solution](#)

641.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Shifted's solution](#)

642.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Shifted's solution](#)

643.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Shifted's solution](#)

644.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Shifted's solution](#)

645.

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

[Shifted's solution](#)

646.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Shifted's solution](#)

647.

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

[Shifted's solution](#)

648.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Shifted's solution](#)

649.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Shifted's solution](#)

650.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Shifted's solution](#)

651.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Shifted's solution](#)

652.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Shifted's solution](#)

653.

104936B

[Taking an Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

654.

104936A

[MITIT](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

655.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

656.

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

657.

105293D

[Mr. Wow and Multiset](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

658.

105293C

[Mr. Wow and Spells](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

659.

105293B

[Mr. Wow and Dislikes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

660.

105293A

[Mr. Wow and Lucky Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

661.

105270E

[Not a Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

662.

105270D

[Eleven](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

663.

105270C

[Range Contradiction](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

664.

105270B

[Minimum MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

665.

105270A

[Short Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shifted's solution](#)

666.

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

[Shifted's solution](#)

667.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Shifted's solution](#)

668.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Shifted's solution](#)

669.

104520K

[Med and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shifted's solution](#)

670.

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shifted's solution](#)

671.

104002E

[William and Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shifted's solution](#)

672.

104536F

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

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shifted's solution](#)