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Unique solved — Sokol080808

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

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

Filters: none

Count: 692

1.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,704 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[Sokol080808's solution](#)

2.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Sokol080808's solution](#)

3.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Sokol080808's solution](#)

4.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,219 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sokol080808's solution](#)

5.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Sokol080808's solution](#)

6.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2022-06-04 · last AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Sokol080808's solution](#)

7.

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

[Sokol080808's solution](#)

8.

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

[Sokol080808's solution](#)

9.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[Sokol080808's solution](#)

10.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,854 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Sokol080808's solution](#)

11.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sokol080808's solution](#)

12.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Sokol080808's solution](#)

13.

1950A

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

Quality: 69,464 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Sokol080808's solution](#)

14.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,223 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Sokol080808's solution](#)

15.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,910 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sokol080808's solution](#)

16.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Sokol080808's solution](#)

17.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Sokol080808's solution](#)

18.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,134 global accepts · Rating: 800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sokol080808's solution](#)

19.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Sokol080808's solution](#)

20.

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

[Sokol080808's solution](#)

21.

1919A

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

[Sokol080808's solution](#)

22.

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

[Sokol080808's solution](#)

23.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Sokol080808's solution](#)

24.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,159 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Sokol080808's solution](#)

25.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sokol080808's solution](#)

26.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,257 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sokol080808's solution](#)

27.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sokol080808's solution](#)

28.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sokol080808's solution](#)

29.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Sokol080808's solution](#)

30.

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

[Sokol080808's solution](#)

31.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Sokol080808's solution](#)

32.

1850B

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

Quality: 50,384 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Sokol080808's solution](#)

33.

1850C

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

Quality: 53,549 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Sokol080808's solution](#)

34.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Sokol080808's solution](#)

35.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Sokol080808's solution](#)

36.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,680 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sokol080808's solution](#)

37.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Sokol080808's solution](#)

38.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Sokol080808's solution](#)

39.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Sokol080808's solution](#)

40.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,076 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sokol080808's solution](#)

41.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation

[Sokol080808's solution](#)

42.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows,

graphs, greedy, implementation

[Sokol080808's solution](#)

43.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sokol080808's solution](#)

44.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Sokol080808's solution](#)

45.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Sokol080808's solution](#)

46.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Sokol080808's solution](#)

47.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sokol080808's solution](#)

48.

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Sokol080808's solution](#)

49.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Sokol080808's solution](#)

50.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Sokol080808's solution](#)

51.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[Sokol080808's solution](#)

52.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Sokol080808's solution](#)

53.

1791A

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

Quality: 80,647 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Sokol080808's solution](#)

54.

1791B

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

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[Sokol080808's solution](#)

55.

1791C

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

Quality: 74,222 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[Sokol080808's solution](#)

56.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,998 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Sokol080808's solution](#)

57.

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings
[Sokol080808's solution](#)

58.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Sokol080808's solution](#)

59.

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[Sokol080808's solution](#)

60.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Sokol080808's solution](#)

61.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[Sokol080808's solution](#)

62.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Sokol080808's solution](#)

63.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Sokol080808's solution](#)

64.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sokol080808's solution](#)

65.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,443 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sokol080808's solution](#)

66.

1769A

[B47C40D0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[Sokol080808's solution](#)

67.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Sokol080808's solution](#)

68.

1760B

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

Quality: 53,351 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Sokol080808's solution](#)

69.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Sokol080808's solution](#)

70.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sokol080808's solution](#)

71.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sokol080808's solution](#)

72.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Sokol080808's solution](#)

73.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Sokol080808's solution](#)

74.

1744B

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

Quality: 24,900 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sokol080808's solution](#)

75.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sokol080808's solution](#)

76.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,109 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Sokol080808's solution](#)

77.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sokol080808's solution](#)

78.

1741B

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

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

[Sokol080808's solution](#)

79.

1741A

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

Quality: 33,805 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sokol080808's solution](#)

80.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Sokol080808's solution](#)

81.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,039 global accepts · Rating: 800 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Sokol080808's solution](#)

82.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Sokol080808's solution](#)

83.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sokol080808's solution](#)

84.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sokol080808's solution](#)

85.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

sortings

[Sokol080808's solution](#)

86.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sokol080808's solution](#)

87.

1714C

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

Quality: 33,428 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sokol080808's solution](#)

88.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Sokol080808's solution](#)

89.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sokol080808's solution](#)

90.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sokol080808's solution](#)

91.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sokol080808's solution](#)

92.

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Sokol080808's solution](#)

93.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,853 global accepts · Rating: 800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Sokol080808's solution](#)

94.

1472A

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

Quality: 45,526 global accepts · Rating: 800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sokol080808's solution](#)

95.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,001 global accepts · Rating: 800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Sokol080808's solution](#)

96.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sokol080808's solution](#)

97.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Sokol080808's solution](#)

98.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Sokol080808's solution](#)

99.

1708A

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1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sokol080808's solution](#)

201.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sokol080808's solution](#)

202.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Sokol080808's solution](#)

203.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sokol080808's solution](#)

204.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sokol080808's solution](#)

205.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Sokol080808's solution](#)

206.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Sokol080808's solution](#)

207.

1781B

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

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Sokol080808's solution](#)

208.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sokol080808's solution](#)

209.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Sokol080808's solution](#)

210.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sokol080808's solution](#)

211.

1769B1

[A=>T008D>C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation, math

[Sokol080808's solution](#)

212.

1760D

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

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Sokol080808's solution](#)

213.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,114 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Sokol080808's solution](#)

214.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sokol080808's solution](#)

215.

1579E1

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

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Sokol080808's solution](#)

216.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Sokol080808's solution](#)

217.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[Sokol080808's solution](#)

218.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Sokol080808's solution](#)

219.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Sokol080808's solution](#)

220.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[Sokol080808's solution](#)

221.

1674C

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

Quality: 26,358 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings
[Sokol080808's solution](#)

222.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[Sokol080808's solution](#)

223.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Sokol080808's solution](#)

224.

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Sokol080808's solution](#)

225.

732B

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

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Sokol080808's solution](#)

226.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,486 global accepts · Rating: 1000 · first AC: 2021-12-18 · PyPy 3 (first AC) · Tags: geometry, greedy, math

[Sokol080808's solution](#)

227.

1584B

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

Quality: 14,353 global accepts · Rating: 1000 · first AC: 2021-12-10 · PyPy 3 (first AC) · Tags: greedy, math

[Sokol080808's solution](#)

228.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Sokol080808's solution](#)

229.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sokol080808's solution](#)

230.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Sokol080808's solution](#)

231.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Sokol080808's solution](#)

232.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Sokol080808's solution](#)

233.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Sokol080808's solution](#)

234.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[Sokol080808's solution](#)

235.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sokol080808's solution](#)

236.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Sokol080808's solution](#)

237.

1850E

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

Quality: 35,013 global accepts · Rating: 1100 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: binary search, geometry, implementation, math

[Sokol080808's solution](#)

238.

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Sokol080808's solution](#)

239.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Sokol080808's solution](#)

240.

1797B

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

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sokol080808's solution](#)

241.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,298 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Sokol080808's solution](#)

242.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sokol080808's solution](#)

243.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Sokol080808's solution](#)

244.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sokol080808's solution](#)

245.

1760E

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

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

[Sokol080808's solution](#)

246.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,397 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[Sokol080808's solution](#)

247.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,118 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[Sokol080808's solution](#)

248.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers
[Sokol080808's solution](#)

249.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Sokol080808's solution](#)

250.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[Sokol080808's solution](#)

251.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Sokol080808's solution](#)

252.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Sokol080808's solution](#)

253.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Sokol080808's solution](#)

254.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[Sokol080808's solution](#)

255.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Sokol080808's solution](#)

256.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings
[Sokol080808's solution](#)

257.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[Sokol080808's solution](#)

258.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sokol080808's solution](#)

259.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · last AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sokol080808's solution](#)

260.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Sokol080808's solution](#)

261.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sokol080808's solution](#)

262.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sokol080808's solution](#)

263.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,628 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Sokol080808's solution](#)

264.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Sokol080808's solution](#)

265.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,098 global accepts · Rating: 1100 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Sokol080808's solution](#)

266.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sokol080808's solution](#)

267.

706B

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

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[Sokol080808's solution](#)

268.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sokol080808's solution](#)

269.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,842 global accepts · Rating: 1100 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Sokol080808's solution](#)

270.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,410 global accepts · Rating: 1100 · first AC: 2021-12-19 · PyPy 3 (first AC) · Tags: math

[Sokol080808's solution](#)

271.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · PyPy 3 (first AC) · Tags: greedy, two pointers

[Sokol080808's solution](#)

272.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,598 global accepts · Rating: 1200 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sokol080808's solution](#)

273.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Sokol080808's solution](#)

274.

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

[Sokol080808's solution](#)

275.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Sokol080808's solution](#)

276.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Sokol080808's solution](#)

277.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sokol080808's solution](#)

278.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[Sokol080808's solution](#)

279.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sokol080808's solution](#)

280.

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

[Sokol080808's solution](#)

281.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,108 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Sokol080808's solution](#)

282.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Sokol080808's solution](#)

283.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Sokol080808's solution](#)

284.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Sokol080808's solution](#)

285.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sokol080808's solution](#)

286.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,573 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Sokol080808's solution](#)

287.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings

[Sokol080808's solution](#)

288.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Sokol080808's solution](#)

289.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Sokol080808's solution](#)

290.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Sokol080808's solution](#)

291.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[Sokol080808's solution](#)

292.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[Sokol080808's solution](#)

293.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Sokol080808's solution](#)

294.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[Sokol080808's solution](#)

295.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[Sokol080808's solution](#)

296.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2022-02-25 · last AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[Sokol080808's solution](#)

297.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[Sokol080808's solution](#)

298.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[Sokol080808's solution](#)

299.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings
[Sokol080808's solution](#)

300.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Sokol080808's solution](#)

301.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Sokol080808's solution](#)

302.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,572 global accepts · Rating: 1200 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[Sokol080808's solution](#)

303.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · PyPy 3 (first AC) · Tags: constructive algorithms, trees
[Sokol080808's solution](#)

304.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Sokol080808's solution](#)

305.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[Sokol080808's solution](#)

306.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[Sokol080808's solution](#)

307.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[Sokol080808's solution](#)

308.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[Sokol080808's solution](#)

309.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[Sokol080808's solution](#)

310.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Sokol080808's solution](#)

311.

1850F

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

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[Sokol080808's solution](#)

312.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math
[Sokol080808's solution](#)

313.

1794C

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

Quality: 22,089 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[Sokol080808's solution](#)

314.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[Sokol080808's solution](#)

315.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[Sokol080808's solution](#)

316.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[Sokol080808's solution](#)

317.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[Sokol080808's solution](#)

318.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[Sokol080808's solution](#)

319.

1249B2

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

Quality: 18,397 global accepts · Rating: 1300 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[Sokol080808's solution](#)

320.

1703F

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

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Sokol080808's solution](#)

321.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,193 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Sokol080808's solution](#)

322.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sokol080808's solution](#)

323.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Sokol080808's solution](#)

324.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,775 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[Sokol080808's solution](#)

325.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Sokol080808's solution](#)

326.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,960 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Sokol080808's solution](#)

327.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Sokol080808's solution](#)

328.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-19 · PyPy 3 (first AC) · Tags: dp, greedy, math

[Sokol080808's solution](#)

329.

1585C

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

Quality: 12,824 global accepts · Rating: 1300 · first AC: 2021-12-13 · PyPy 3 (first AC) · Tags: greedy

[Sokol080808's solution](#)

330.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,817 global accepts · Rating: 1300 · first AC: 2021-11-22 · PyPy 3 (first AC) · Tags: binary search, math

[Sokol080808's solution](#)

331.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Sokol080808's solution](#)

332.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sokol080808's solution](#)

333.

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

[Sokol080808's solution](#)

334.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Sokol080808's solution](#)

335.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math, ternary search

[Sokol080808's solution](#)

336.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sokol080808's solution](#)

337.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Sokol080808's solution](#)

338.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Sokol080808's solution](#)

339.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[Sokol080808's solution](#)

340.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 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

[Sokol080808's solution](#)

341.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Sokol080808's solution](#)

342.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Sokol080808's solution](#)

343.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Sokol080808's solution](#)

344.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Sokol080808's solution](#)

345.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu

[Sokol080808's solution](#)

346.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Sokol080808's solution](#)

347.

1769B2

[Aesop and a Strange Game](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force, math

[Sokol080808's solution](#)

348.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sokol080808's solution](#)

349.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Sokol080808's solution](#)

350.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Sokol080808's solution](#)

351.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Sokol080808's solution](#)

352.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Sokol080808's solution](#)

353.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sokol080808's solution](#)

354.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Sokol080808's solution](#)

355.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[Sokol080808's solution](#)

356.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Sokol080808's solution](#)

357.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Sokol080808's solution](#)

358.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Sokol080808's solution](#)

359.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Sokol080808's solution](#)

360.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Sokol080808's solution](#)

361.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1400 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Sokol080808's solution](#)

362.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Sokol080808's solution](#)

363.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[Sokol080808's solution](#)

364.

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

[Sokol080808's solution](#)

365.

1950E

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

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[Sokol080808's solution](#)

366.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Sokol080808's solution](#)

367.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Sokol080808's solution](#)

368.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,780 global accepts · Rating: 1500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Sokol080808's solution](#)

369.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Sokol080808's solution](#)

370.

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Sokol080808's solution](#)

371.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

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

[Sokol080808's solution](#)

372.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Sokol080808's solution](#)

373.

1791F

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

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[Sokol080808's solution](#)

374.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Sokol080808's solution](#)

375.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[Sokol080808's solution](#)

376.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,655 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Sokol080808's solution](#)

377.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Sokol080808's solution](#)

378.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Sokol080808's solution](#)

379.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sokol080808's solution](#)

380.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Sokol080808's solution](#)

381.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[Sokol080808's solution](#)

382.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Sokol080808's solution](#)

383.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers

[Sokol080808's solution](#)

384.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Sokol080808's solution](#)

385.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Sokol080808's solution](#)

386.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2021-12-01 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy

[Sokol080808's solution](#)

387.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Sokol080808's solution](#)

388.

2125D

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

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Sokol080808's solution](#)

389.

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

[Sokol080808's solution](#)

390.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sokol080808's solution](#)

391.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Sokol080808's solution](#)

392.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[Sokol080808's solution](#)

393.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Sokol080808's solution](#)

394.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Sokol080808's solution](#)

395.

1775C

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

Quality: 14,216 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Sokol080808's solution](#)

396.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Sokol080808's solution](#)

397.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sokol080808's solution](#)

398.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Sokol080808's solution](#)

399.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Sokol080808's solution](#)

400.

1703G

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

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Sokol080808's solution](#)

401.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-10 · last AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sokol080808's solution](#)

402.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Sokol080808's solution](#)

403.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Sokol080808's solution](#)

404.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Sokol080808's solution](#)

405.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · PyPy 3 (first AC) · Tags: math, number theory

[Sokol080808's solution](#)

406.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Sokol080808's solution](#)

407.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

[Sokol080808's solution](#)

408.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Sokol080808's solution](#)

409.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Sokol080808's solution](#)

410.

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

[Sokol080808's solution](#)

411.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Sokol080808's solution](#)

412.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Sokol080808's solution](#)

413.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Sokol080808's solution](#)

414.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Sokol080808's solution](#)

415.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Sokol080808's solution](#)

416.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[Sokol080808's solution](#)

417.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Sokol080808's solution](#)

418.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,014 global accepts · Rating: 1700 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Sokol080808's solution](#)

419.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Sokol080808's solution](#)

420.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Sokol080808's solution](#)

421.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Sokol080808's solution](#)

422.

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Sokol080808's solution](#)

423.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Sokol080808's solution](#)

424.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Sokol080808's solution](#)

425.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Sokol080808's solution](#)

426.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Sokol080808's solution](#)

427.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Sokol080808's solution](#)

428.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Sokol080808's solution](#)

429.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Sokol080808's solution](#)

430.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Sokol080808's solution](#)

431.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Sokol080808's solution](#)

432.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Sokol080808's solution](#)

433.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sokol080808's solution](#)

434.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Sokol080808's solution](#)

435.

1000C

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

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Sokol080808's solution](#)

436.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Sokol080808's solution](#)

437.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-19 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Sokol080808's solution](#)

438.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2021-12-12 · PyPy 3 (first AC) · Tags: dp

[Sokol080808's solution](#)

439.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Sokol080808's solution](#)

440.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Sokol080808's solution](#)

441.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Sokol080808's solution](#)

442.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Sokol080808's solution](#)

443.

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

[Sokol080808's solution](#)

444.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Sokol080808's solution](#)

445.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Sokol080808's solution](#)

446.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Sokol080808's solution](#)

447.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Sokol080808's solution](#)

448.

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

[Sokol080808's solution](#)

449.

1856E1

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

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

[Sokol080808's solution](#)

450.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Sokol080808's solution](#)

451.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Sokol080808's solution](#)

452.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Sokol080808's solution](#)

453.

1809D

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

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

[Sokol080808's solution](#)

454.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Sokol080808's solution](#)

455.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Sokol080808's solution](#)

456.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sokol080808's solution](#)

457.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Sokol080808's solution](#)

458.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Sokol080808's solution](#)

459.

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Sokol080808's solution](#)

460.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

math, number theory

[Sokol080808's solution](#)

461.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[Sokol080808's solution](#)

462.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Sokol080808's solution](#)

463.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Sokol080808's solution](#)

464.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Sokol080808's solution](#)

465.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Sokol080808's solution](#)

466.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Sokol080808's solution](#)

467.

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Sokol080808's solution](#)

468.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · last AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Sokol080808's solution](#)

469.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Sokol080808's solution](#)

470.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Sokol080808's solution](#)

471.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[Sokol080808's solution](#)

472.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Sokol080808's solution](#)

473.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Sokol080808's solution](#)

474.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Sokol080808's solution](#)

475.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Sokol080808's solution](#)

476.

1902E

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

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Sokol080808's solution](#)

477.

104730E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

478.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Sokol080808's solution](#)

479.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Sokol080808's solution](#)

480.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Sokol080808's solution](#)

481.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Sokol080808's solution](#)

482.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sokol080808's solution](#)

483.

1791G2

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

Quality: 5,997 global accepts · Rating: 1900 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Sokol080808's solution](#)

484.

1759G

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

Quality: 5,499 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Sokol080808's solution](#)

485.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Sokol080808's solution](#)

486.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, sortings

[Sokol080808's solution](#)

487.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Sokol080808's solution](#)

488.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[Sokol080808's solution](#)

489.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Sokol080808's solution](#)

490.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Sokol080808's solution](#)

491.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Sokol080808's solution](#)

492.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Sokol080808's solution](#)

493.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Sokol080808's solution](#)

494.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sokol080808's solution](#)

495.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2021-12-01 · PyPy 3 (first AC) · Tags: data structures, dp, greedy

[Sokol080808's solution](#)

496.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Sokol080808's solution](#)

497.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Sokol080808's solution](#)

498.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sokol080808's solution](#)

499.

1951E

[No Palindromes](#) · [Tutorial](#)

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

[Sokol080808's solution](#)

500.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Sokol080808's solution](#)

501.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, math

[Sokol080808's solution](#)

502.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Sokol080808's solution](#)

503.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Sokol080808's solution](#)

504.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sokol080808's solution](#)

505.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Sokol080808's solution](#)

506.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Sokol080808's solution](#)

507.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Sokol080808's solution](#)

508.

1130E

[Wrong Answer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Sokol080808's solution](#)

509.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Sokol080808's solution](#)

510.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Sokol080808's solution](#)

511.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Sokol080808's solution](#)

512.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[Sokol080808's solution](#)

513.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Sokol080808's solution](#)

514.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Sokol080808's solution](#)

515.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Sokol080808's solution](#)

516.

1624F

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

Quality: 3,803 global accepts · Rating: 2000 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Sokol080808's solution](#)

517.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-19 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Sokol080808's solution](#)

518.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sokol080808's solution](#)

519.

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

[Sokol080808's solution](#)

520.

1998D

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

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Sokol080808's solution](#)

521.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Sokol080808's solution](#)

522.

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Sokol080808's solution](#)

523.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Sokol080808's solution](#)

524.

1919D

[01 Tree](#) · [Tutorial](#)

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

[Sokol080808's solution](#)

525.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Sokol080808's solution](#)

526.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Sokol080808's solution](#)

527.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Sokol080808's solution](#)

528.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Sokol080808's solution](#)

529.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Sokol080808's solution](#)

530.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Sokol080808's solution](#)

531.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sokol080808's solution](#)

532.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Sokol080808's solution](#)

533.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-09-21 · last AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Sokol080808's solution](#)

534.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Sokol080808's solution](#)

535.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Sokol080808's solution](#)

536.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Sokol080808's solution](#)

537.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Sokol080808's solution](#)

538.

2144E1

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

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Sokol080808's solution](#)

539.

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

[Sokol080808's solution](#)

540.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Sokol080808's solution](#)

541.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Sokol080808's solution](#)

542.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sokol080808's solution](#)

543.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Sokol080808's solution](#)

544.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Sokol080808's solution](#)

545.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Sokol080808's solution](#)

546.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Sokol080808's solution](#)

547.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Sokol080808's solution](#)

548.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Sokol080808's solution](#)

549.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Sokol080808's solution](#)

550.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Sokol080808's solution](#)

551.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Sokol080808's solution](#)

552.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Sokol080808's solution](#)

553.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Sokol080808's solution](#)

554.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Sokol080808's solution](#)

555.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Sokol080808's solution](#)

556.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Sokol080808's solution](#)

557.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Sokol080808's solution](#)

558.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Sokol080808's solution](#)

559.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Sokol080808's solution](#)

560.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Sokol080808's solution](#)

561.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Sokol080808's solution](#)

562.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Sokol080808's solution](#)

563.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Sokol080808's solution](#)

564.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Sokol080808's solution](#)

565.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Sokol080808's solution](#)

566.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Sokol080808's solution](#)

567.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[Sokol080808's solution](#)

568.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Sokol080808's solution](#)

569.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Sokol080808's solution](#)

570.

104730C

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

571.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Sokol080808's solution](#)

572.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Sokol080808's solution](#)

573.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sokol080808's solution](#)

574.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Sokol080808's solution](#)

575.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Sokol080808's solution](#)

576.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Sokol080808's solution](#)

577.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Sokol080808's solution](#)

578.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Sokol080808's solution](#)

579.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Sokol080808's solution](#)

580.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Sokol080808's solution](#)

581.

1779E

[Any's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Sokol080808's solution](#)

582.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Sokol080808's solution](#)

583.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-20 · last AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Sokol080808's solution](#)

584.

2144E2

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

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Sokol080808's solution](#)

585.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2025-09-04 · last AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Sokol080808's solution](#)

586.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Sokol080808's solution](#)

587.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Sokol080808's solution](#)

588.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Sokol080808's solution](#)

589.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Sokol080808's solution](#)

590.

437E

[The Child and Polygon](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Sokol080808's solution](#)

591.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Sokol080808's solution](#)

592.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sokol080808's solution](#)

593.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, math, sortings

[Sokol080808's solution](#)

594.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Sokol080808's solution](#)

595.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Sokol080808's solution](#)

596.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Sokol080808's solution](#)

597.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2023-03-05 · last AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Sokol080808's solution](#)

598.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Sokol080808's solution](#)

599.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[Sokol080808's solution](#)

600.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[Sokol080808's solution](#)

601.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
[Sokol080808's solution](#)

602.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[Sokol080808's solution](#)

603.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-08 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
[Sokol080808's solution](#)

604.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees
[Sokol080808's solution](#)

605.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees
[Sokol080808's solution](#)

606.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math
[Sokol080808's solution](#)

607.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings
[Sokol080808's solution](#)

608.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees
[Sokol080808's solution](#)

609.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Sokol080808's solution](#)

610.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Sokol080808's solution](#)

611.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Sokol080808's solution](#)

612.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-03-06 · last AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Sokol080808's solution](#)

613.

104730G

[Good Colorings](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

614.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy

[Sokol080808's solution](#)

615.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 3400 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Sokol080808's solution](#)

616.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-11-21 · last AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

[Sokol080808's solution](#)

617.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special

[Sokol080808's solution](#)

618.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[Sokol080808's solution](#)

619.

103623D

[Force Meter Test](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

620.

105831A

[BD800AC,,:C, 8 C00D >C\\$>C' 4C\\$8C40D\\$5C'L](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

621.

105831C

[Ae>D'tA10ä3Cä=DÂ 8 C\\$>CD0](#)

Rating: — · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

622.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, number theory

[Sokol080808's solution](#)

623.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,002 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[Sokol080808's solution](#)

624.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[Sokol080808's solution](#)

625.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[Sokol080808's solution](#)

626.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[Sokol080808's solution](#)

627.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, string suffix structures

[Sokol080808's solution](#)

628.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

629.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

630.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

631.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

632.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

633.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

634.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

635.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

636.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

637.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

638.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

639.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

640.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sokol080808's solution](#)

641.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Sokol080808's solution](#)

642.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Sokol080808's solution](#)

643.

105112H

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

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Sokol080808's solution](#)

644.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Sokol080808's solution](#)

645.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Sokol080808's solution](#)

646.

100911D

[ABC is CTA](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[Sokol080808's solution](#)

647.

104922G

[Space accident](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[Sokol080808's solution](#)

648.

104922B

[Yet another queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[Sokol080808's solution](#)

649.

104922A

[You need to train more](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[Sokol080808's solution](#)

650.

104922I

[Paired roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[Sokol080808's solution](#)

651.

104730A

[B4=0,1C ;DÄ=C O Cö5D =Dö](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Sokol080808's solution](#)

652.

104730H

[At0000t0 C" ?Cä4C @Cä:](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

653.

103886A

[Cereal Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

654.

103886E

[Jeopardized Projects](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

655.

103886G

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

656.

103886F

[Cereal Schemes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

657.

103886D

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

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

658.

103886C

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

659.

104502A

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

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

660.

104443C

[Morco-Feely Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

661.

104443F

[Rt Dg](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

662.

104443E

[Cringemeter](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

663.

104443G

[Opert pg yep](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: —

[Sokol080808's solution](#)

664.

104443H

[Random Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

665.

104443D

[Missing Characters](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

666.

104443B

[Smaller than 100](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

667.

104443A

[TheForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

668.

104420D

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

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

669.

104420C

[Get the Long Binary Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

670.

104420B

[Mex Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

671.

104420A

[Infinite Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

672.

104199C

[A 500D&4C0KC' >D\\$5C'L](#)

Rating: — · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

673.

104199B

[B 00AD\\$0C0>C\\$:C <CT1CT;C€](#)

Rating: — · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

674.

104199A

[A18DD8](#)

Rating: — · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

675.

103631A

[B40Cä DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

676.

100127H

[B 70CqGD 0C”BCT@ A”>CDK](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

677.

100127A

[A4>C0k, =C ?Cä4C E](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

678.

100127G

[B18DD@Cä2C=0](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

679.

100127F

[ASöCia :C’>CÔ>C](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

680.

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Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

681.

103720B

[AÎ4TD;Dò C„EC 8C’0](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

682.

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[AÄ=Cä6CTAD\\$2Câ A Ct0Cô@CäAC <C€](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

683.

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Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

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Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

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Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

686.

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Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

687.

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Rating: — · first AC: 2022-05-21 · last AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

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[AäUD4GCT=C,,5 D,,0DT<C BC <](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sokol080808's solution](#)

689.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[Sokol080808's solution](#)

690.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees

[Sokol080808's solution](#)

691.

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sokol080808's solution](#)

692.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · PyPy 3 (first AC) · Tags: —

[Sokol080808's solution](#)