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Unique solved — SomethingNew

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

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Filters: [none](#)

Count: 1,415

1.

2192A

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2.

1984A

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3.

2152A

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4.

2147A

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5.

2127A

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6.

2125A

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Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [sortings](#), [strings](#)

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7.

2124A

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8.

2110A

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9.

2103A

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10.

2096A

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11.

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12.

2059A

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13.

2035A

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14.

2053A

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15.

2063A

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16.

2061A

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2049A

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2048A

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19.

2034A

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20.

2039A

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21.

2029A

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22.

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1942A

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24.

1864A

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25.

1844A

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26.

1842A

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27.

1839A

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28.

1805B

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29.

1805A

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30.

1810B

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31.

1810A

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32.

1799A

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33.

1804A

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34.

1776A

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35.

1787A

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36.

1781A

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37.

1779A

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38.

1769A

[B47CmDò 4Cä @ Cä3C](#)

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39.

1774A

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40.

1764A

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41.

1761A

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42.

1750B

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43.

1750A

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44.

1740B

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45.

1740A

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46.

1738A

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47.

1720B

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48.

1712B

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

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49.

1712A

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50.

1704A

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51.

1701B

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52.

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53.

1698B

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54.

1698A

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55.

1696A

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56.

1689A

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57.

1691A

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58.

1684B

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59.

1684A

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60.

1673A

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61.

1672B

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62.

1672A

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63.

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64.

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65.

1660B

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66.

1660A

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67.

1656A

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68.

1657B

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69.

1657A

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70.

1652B

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71.

1652A

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72.

1647A

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73.

1638A

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74.

1637A

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75.

1634A

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76.

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77.

1616A

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78.

1623A

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79.

1622A

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80.

1615A

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81.

1617A

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82.

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83.

1607A

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84.

1583A

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85.

1566B

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86.

1566A

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87.

1569A

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88.

1556A

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89.

1562A

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90.

1453A

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91.

1552A

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92.

1553A

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93.

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94.

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95.

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96.

1466A

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97.

1178A

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98.

1542A

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99.

1305A

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100.

1220A

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101.

1539B

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102.

1538B

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103.

1538A

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104.

1523A

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105.

1526A

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106.

1527A

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107.

1525A

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108.

1520B

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109.

1520A

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110.

1515A

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111.

1519B

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112.

1519A

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113.

1516A

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114.

1517A

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115.

1514A

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116.

1511A

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1482A

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119.

1497A

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120.

1490A

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121.

1473A

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122.

1461A

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1462B

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124.

1462A

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1450A

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126.

1438A

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128.

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1433A

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130.

1428A

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131.

1430B

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132.

1426A

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133.

1409A

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1312A

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136.

1392B

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1392A

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139.

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140.

1393A

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141.

1389A

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142.

1385B

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1385A

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144.

1372A

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145.

1368A

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146.

1371A

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147.

1323A

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148.

1374A

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1369A

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150.

1370A

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151.

1360B

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152.

1360A

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153.

1367B

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154.

1367A

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155.

1353A

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156.

1358A

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157.

1352A

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158.

1345A

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159.

1348A

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160.

1343B

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161.

1337A

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162.

1335A

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163.

1328A

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164.

1316A

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165.

2125B

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166.

2110B

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167.

2035B

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168.

2048B

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169.

1267B

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170.

1988A

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171.

1951A

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172.

1779B

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173.

1764B

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174.

1110A

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175.

1737A

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176.

1726A

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177.

1720A

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178.

1665B

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179.

1696B

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180.

1689B

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181.

1666D

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182.

1617B

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183.

1609A

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184.

1610A

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185.

1588A

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186.

1607B

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187.

1606A

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188.

1559B

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189.

1559A

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190.

1543B

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191.

1543A

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192.

1208A

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193.

1525B

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194.

1486A

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195.

1475B

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196.

1475A

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Quality: 86,793 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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197.

1462C

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198.

1433C

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199.

1430A

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[SomethingNew's solution](#)

200.

1427A

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201.

1419A

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202.

1401A

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203.

1380A

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204.

1354A

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205.

1374B

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206.

1324A

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207.

1373B

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208.

1343A

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Quality: 53,383 global accepts · Rating: 900 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: brute force, math

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209.

1337B

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210.

1335B

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211.

1339A

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[SomethingNew's solution](#)

212.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: implementation

[SomethingNew's solution](#)

213.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: implementation, math

[SomethingNew's solution](#)

214.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,622 global accepts · Rating: 900 · first AC: 2019-10-26 · Python 3 (first AC) · Tags: math

[SomethingNew's solution](#)

215.

2192B

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

Quality: 14,542 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[SomethingNew's solution](#)

216.

2147B

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

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[SomethingNew's solution](#)

217.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,268 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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218.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[SomethingNew's solution](#)

219.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[SomethingNew's solution](#)

220.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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221.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[SomethingNew's solution](#)

222.

1785A

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

Rating: 1000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[SomethingNew's solution](#)

223.

1781B

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

Quality: 14,755 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[SomethingNew's solution](#)

224.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[SomethingNew's solution](#)

225.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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226.

1769B1

[A > 1068D > C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[SomethingNew's solution](#)

227.

1761B

[Elimination of a Ring · Tutorial](#)

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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228.

1704B

[Luke is a Foodie · Tutorial](#)

Quality: 29,907 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

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229.

1691B

[Shoe Shuffling · Tutorial](#)

Quality: 35,305 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

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230.

1659A

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Quality: 30,950 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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231.

1634C

[OKEA · Tutorial](#)

Quality: 19,086 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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232.

1622B

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Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[SomethingNew's solution](#)

233.

103433M

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Rating: 1000 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

234.

1607C

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Quality: 26,835 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

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235.

1566C

[MAX-MEX Cut · Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy

[SomethingNew's solution](#)

236.

1569B

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Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SomethingNew's solution](#)

237.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[SomethingNew's solution](#)

238.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,525 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

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239.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,038 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SomethingNew's solution](#)

240.

1520C

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Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SomethingNew's solution](#)

241.

1515B

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Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[SomethingNew's solution](#)

242.

1490B

[Balanced Remainders](#) · [Tutorial](#)

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[SomethingNew's solution](#)

243.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,089 global accepts · Rating: 1000 · first AC: 2021-01-14 · Python 3 (first AC) · Tags: brute force, math, number theory, strings

[SomethingNew's solution](#)

244.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[SomethingNew's solution](#)

245.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,060 global accepts · Rating: 1000 · first AC: 2020-11-14 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy,

sortings

[SomethingNew's solution](#)

246.

1430C

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Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-11 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[SomethingNew's solution](#)

247.

1419D1

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Quality: 26,384 global accepts · Rating: 1000 · first AC: 2020-09-20 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[SomethingNew's solution](#)

248.

1418A

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Quality: 33,830 global accepts · Rating: 1000 · first AC: 2020-09-14 · Python 3 (first AC) · Tags: math

[SomethingNew's solution](#)

249.

1312B

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Quality: 39,047 global accepts · Rating: 1000 · first AC: 2020-09-02 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[SomethingNew's solution](#)

250.

1374C

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Quality: 63,909 global accepts · Rating: 1000 · first AC: 2020-06-28 · Python 3 (first AC) · Tags: greedy, strings

[SomethingNew's solution](#)

251.

1373A

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Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[SomethingNew's solution](#)

252.

1353C

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Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-06-21 · PyPy 3 (first AC) · Tags: math

[SomethingNew's solution](#)

253.

1362A

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Quality: 34,070 global accepts · Rating: 1000 · first AC: 2020-06-08 · last AC: 2020-06-08 · PyPy 3 (first AC) · Tags: implementation

[SomethingNew's solution](#)

254.

1359B

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Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[SomethingNew's solution](#)

255.

1359A

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Quality: 31,726 global accepts · Rating: 1000 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[SomethingNew's solution](#)

256.

1358B

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Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: greedy, sortings

[SomethingNew's solution](#)

257.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,414 global accepts · Rating: 1000 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: greedy, math

[SomethingNew's solution](#)

258.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · PyPy 3 (first AC) · Tags: constructive algorithms

[SomethingNew's solution](#)

259.

1326A

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Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[SomethingNew's solution](#)

260.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1000 · first AC: 2019-10-26 · Python 3 (first AC) · Tags: implementation

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261.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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262.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[SomethingNew's solution](#)

263.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[SomethingNew's solution](#)

264.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

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265.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[SomethingNew's solution](#)

266.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[SomethingNew's solution](#)

267.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

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268.

2009C

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

Quality: 33,007 global accepts · Rating: 1100 · first AC: 2024-09-12 · Python 3 (first AC) · Tags: implementation, math

[SomethingNew's solution](#)

269.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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270.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[SomethingNew's solution](#)

271.

1842B

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Quality: 25,531 global accepts · Rating: 1100 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

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272.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,548 global accepts · Rating: 1100 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[SomethingNew's solution](#)

273.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[SomethingNew's solution](#)

274.

1787B

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

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275.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

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276.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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277.

1673B

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Quality: 21,766 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
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278.

1672C

[Unequal Array · Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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279.

1656B

[Subtract Operation · Tutorial](#)

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[SomethingNew's solution](#)

280.

1638B

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281.

1637B

[MEX and Array · Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[SomethingNew's solution](#)

282.

1616B

[Mirror in the String · Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[SomethingNew's solution](#)

283.

1623B

[Game on Ranges · Tutorial](#)

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284.

1609B

[William the Vigilant · Tutorial](#)

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285.

1610B

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Quality: 23,381 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[SomethingNew's solution](#)

286.

1606B

[Update Files · Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
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287.

1566D1

[Seating Arrangements \(easy version\) · Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[SomethingNew's solution](#)

288.

1523B

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Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[SomethingNew's solution](#)

289.

1511B

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Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[SomethingNew's solution](#)

290.

1490C

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Quality: 38,820 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math
[SomethingNew's solution](#)

291.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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292.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · Python 3 (first AC) · Tags: brute force, data structures, greedy, strings
[SomethingNew's solution](#)

293.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · Python 3 (first AC) · Tags: binary search, constructive algorithms, math
[SomethingNew's solution](#)

294.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,391 global accepts · Rating: 1100 · first AC: 2020-09-08 · PyPy 3 (first AC) · Tags: constructive algorithms, math
[SomethingNew's solution](#)

295.

1409B

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Quality: 30,921 global accepts · Rating: 1100 · first AC: 2020-09-04 · Python 3 (first AC) · Tags: brute force, greedy, math
[SomethingNew's solution](#)

296.

1401B

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Quality: 21,777 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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297.

1375A

[Sign Flipping](#) · [Tutorial](#)

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298.

1366A

[Shovels and Swords](#) · [Tutorial](#)

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[SomethingNew's solution](#)

299.

1324C

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300.

1324B

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Quality: 30,791 global accepts · Rating: 1100 · first AC: 2020-06-26 · PyPy 3 (first AC) · Tags: brute force, strings

[SomethingNew's solution](#)

301.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

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302.

1360C

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[SomethingNew's solution](#)

303.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: binary search, brute force, dp, math

[SomethingNew's solution](#)

304.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: constructive algorithms, strings

[SomethingNew's solution](#)

305.

1335C

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[SomethingNew's solution](#)

306.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,619 global accepts · Rating: 1100 · first AC: 2020-04-10 · PyPy 3 (first AC) · Tags: greedy, sortings

[SomethingNew's solution](#)

307.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · PyPy 3 (first AC) · Tags: greedy, implementation

[SomethingNew's solution](#)

308.

1332A

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[SomethingNew's solution](#)

309.

1327A

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Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · PyPy 3 (first AC) · Tags: math

[SomethingNew's solution](#)

310.

2053B

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Quality: 16,975 global accepts · Rating: 1200 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[SomethingNew's solution](#)

311.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[SomethingNew's solution](#)

312.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

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313.

2046A

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

Quality: 16,804 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[SomethingNew's solution](#)

314.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[SomethingNew's solution](#)

315.

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

[SomethingNew's solution](#)

316.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2024-04-02 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms

[SomethingNew's solution](#)

317.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · last AC: 2023-12-02 · PyPy 3 (first AC) · Tags: greedy, implementation

[SomethingNew's solution](#)

318.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[SomethingNew's solution](#)

319.

103719A

[Stone Age Problem](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

320.

1799B

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

Quality: 12,739 global accepts · Rating: 1200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SomethingNew's solution](#)

321.

1769C1

[A65001d CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[SomethingNew's solution](#)

322.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,229 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[SomethingNew's solution](#)

323.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,787 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[SomethingNew's solution](#)

324.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[SomethingNew's solution](#)

325.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[SomethingNew's solution](#)

326.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[SomethingNew's solution](#)

327.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[SomethingNew's solution](#)

328.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[SomethingNew's solution](#)

329.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[SomethingNew's solution](#)

330.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[SomethingNew's solution](#)

331.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[SomethingNew's solution](#)

332.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[SomethingNew's solution](#)

333.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[SomethingNew's solution](#)

334.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[SomethingNew's solution](#)

335.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[SomethingNew's solution](#)

336.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,457 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[SomethingNew's solution](#)

337.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,391 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[SomethingNew's solution](#)

338.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math
[SomethingNew's solution](#)

339.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[SomethingNew's solution](#)

340.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,924 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[SomethingNew's solution](#)

341.

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[SomethingNew's solution](#)

342.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[SomethingNew's solution](#)

343.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[SomethingNew's solution](#)

344.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,571 global accepts · Rating: 1200 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar
[SomethingNew's solution](#)

345.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · Python 3 (first AC) · Tags: graphs, implementation
[SomethingNew's solution](#)

346.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-20 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[SomethingNew's solution](#)

347.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,639 global accepts · Rating: 1200 · first AC: 2020-09-04 · PyPy 3 (first AC) · Tags: brute force, math, number theory
[SomethingNew's solution](#)

348.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[SomethingNew's solution](#)

349.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: binary search, dp, implementation, two pointers
[SomethingNew's solution](#)

350.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[SomethingNew's solution](#)

351.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,608 global accepts · Rating: 1200 · first AC: 2020-07-01 · Python 3 (first AC) · Tags: math

[SomethingNew's solution](#)

352.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[SomethingNew's solution](#)

353.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,361 global accepts · Rating: 1200 · first AC: 2020-06-21 · PyPy 3 (first AC) · Tags: brute force, data structures, number theory, two pointers

[SomethingNew's solution](#)

354.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 1200 · first AC: 2020-06-08 · PyPy 3 (first AC) · Tags: bitmasks, brute force

[SomethingNew's solution](#)

355.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[SomethingNew's solution](#)

356.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[SomethingNew's solution](#)

357.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: dp, greedy, two pointers

[SomethingNew's solution](#)

358.

1339B

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

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[SomethingNew's solution](#)

359.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · PyPy 3 (first AC) · Tags: implementation, math

[SomethingNew's solution](#)

360.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,081 global accepts · Rating: 1200 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: greedy, implementation

[SomethingNew's solution](#)

361.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[SomethingNew's solution](#)

362.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,008 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[SomethingNew's solution](#)

363.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[SomethingNew's solution](#)

364.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[SomethingNew's solution](#)

365.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[SomethingNew's solution](#)

366.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[SomethingNew's solution](#)

367.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SomethingNew's solution](#)

368.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[SomethingNew's solution](#)

369.

2059B

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

Quality: 18,788 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SomethingNew's solution](#)

370.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 1300 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[SomethingNew's solution](#)

371.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[SomethingNew's solution](#)

372.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[SomethingNew's solution](#)

373.

1868A

[Fill in the Matrix · Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[SomethingNew's solution](#)

374.

1864C

[Divisor Chain · Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[SomethingNew's solution](#)

375.

1844C

[Particles · Tutorial](#)

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

376.

1839C

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

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[SomethingNew's solution](#)

377.

1815A

[Ivan and Array Sorting · Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[SomethingNew's solution](#)

378.

1810C

[Make It Permutation · Tutorial](#)

Quality: 16,549 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[SomethingNew's solution](#)

379.

1776H

[Beppa and SwerChat · Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[SomethingNew's solution](#)

380.

1769C2

[A>T>D>C&\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp
[SomethingNew's solution](#)

381.

1774C

[Ice and Fire · Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[SomethingNew's solution](#)

382.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SomethingNew's solution](#)

383.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[SomethingNew's solution](#)

384.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[SomethingNew's solution](#)

385.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[SomethingNew's solution](#)

386.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[SomethingNew's solution](#)

387.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[SomethingNew's solution](#)

388.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[SomethingNew's solution](#)

389.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,663 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[SomethingNew's solution](#)

390.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[SomethingNew's solution](#)

391.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[SomethingNew's solution](#)

392.

1638C

[Inversion Graph](#) · [Tutorial](#)

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

[SomethingNew's solution](#)

393.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[SomethingNew's solution](#)

394.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[SomethingNew's solution](#)

395.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[SomethingNew's solution](#)

396.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[SomethingNew's solution](#)

397.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[SomethingNew's solution](#)

398.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SomethingNew's solution](#)

399.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[SomethingNew's solution](#)

400.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[SomethingNew's solution](#)

401.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,727 global accepts · Rating: 1300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[SomethingNew's solution](#)

402.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[SomethingNew's solution](#)

403.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,674 global accepts · Rating: 1300 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[SomethingNew's solution](#)

404.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1300 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[SomethingNew's solution](#)

405.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SomethingNew's solution](#)

406.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[SomethingNew's solution](#)

407.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SomethingNew's solution](#)

408.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,835 global accepts · Rating: 1300 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: combinatorics, math

[SomethingNew's solution](#)

409.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,067 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[SomethingNew's solution](#)

410.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[SomethingNew's solution](#)

411.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,380 global accepts · Rating: 1300 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[SomethingNew's solution](#)

412.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,949 global accepts · Rating: 1300 · first AC: 2020-07-03 · PyPy 3 (first AC) · Tags: math, two pointers

[SomethingNew's solution](#)

413.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,368 global accepts · Rating: 1300 · first AC: 2020-07-01 · Python 3 (first AC) · Tags: greedy, implementation, math

[SomethingNew's solution](#)

414.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-06-29 · PyPy 3 (first AC) · Tags: constructive algorithms

[SomethingNew's solution](#)

415.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: math

[SomethingNew's solution](#)

416.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,173 global accepts · Rating: 1300 · first AC: 2020-06-21 · PyPy 3 (first AC) · Tags: greedy, two pointers

[SomethingNew's solution](#)

417.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,992 global accepts · Rating: 1300 · first AC: 2020-06-17 · PyPy 3 (first AC) · Tags: math, number theory

[SomethingNew's solution](#)

418.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[SomethingNew's solution](#)

419.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,459 global accepts · Rating: 1300 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[SomethingNew's solution](#)

420.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[SomethingNew's solution](#)

421.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

[SomethingNew's solution](#)

422.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[SomethingNew's solution](#)

423.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[SomethingNew's solution](#)

424.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,826 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[SomethingNew's solution](#)

425.

2084C

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

Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SomethingNew's solution](#)

426.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,298 global accepts · Rating: 1400 · first AC: 2022-02-06 · last AC: 2025-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[SomethingNew's solution](#)

427.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[SomethingNew's solution](#)

428.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[SomethingNew's solution](#)

429.

1967B1

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

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[SomethingNew's solution](#)

430.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[SomethingNew's solution](#)

431.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[SomethingNew's solution](#)

432.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[SomethingNew's solution](#)

433.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[SomethingNew's solution](#)

434.

1844D

[Row Major](#) · [Tutorial](#)

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

[SomethingNew's solution](#)

435.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,313 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[SomethingNew's solution](#)

436.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[SomethingNew's solution](#)

437.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[SomethingNew's solution](#)

438.

103719J

[Rooks Defenders](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[SomethingNew's solution](#)

439.

1769B2

[Ae>008D!>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math
[SomethingNew's solution](#)

440.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[SomethingNew's solution](#)

441.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[SomethingNew's solution](#)

442.

1750C

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

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

443.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[SomethingNew's solution](#)

444.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[SomethingNew's solution](#)

445.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[SomethingNew's solution](#)

446.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SomethingNew's solution](#)

447.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[SomethingNew's solution](#)

448.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[SomethingNew's solution](#)

449.

1652C

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

Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[SomethingNew's solution](#)

450.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[SomethingNew's solution](#)

451.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[SomethingNew's solution](#)

452.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[SomethingNew's solution](#)

453.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SomethingNew's solution](#)

454.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[SomethingNew's solution](#)

455.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 25,999 global accepts · Rating: 1400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[SomethingNew's solution](#)

456.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[SomethingNew's solution](#)

457.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,728 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[SomethingNew's solution](#)

458.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,605 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SomethingNew's solution](#)

459.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[SomethingNew's solution](#)

460.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[SomethingNew's solution](#)

461.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,169 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[SomethingNew's solution](#)

462.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1400 · first AC: 2021-04-11 · last AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[SomethingNew's solution](#)

463.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[SomethingNew's solution](#)

464.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,166 global accepts · Rating: 1400 · first AC: 2020-12-18 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[SomethingNew's solution](#)

465.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[SomethingNew's solution](#)

466.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[SomethingNew's solution](#)

467.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1400 · first AC: 2020-09-02 · PyPy 3 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[SomethingNew's solution](#)

468.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-08 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SomethingNew's solution](#)

469.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-12 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[SomethingNew's solution](#)

470.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · PyPy 3 (first AC) · Tags: greedy

[SomethingNew's solution](#)

471.

1354C1

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

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: binary search, geometry, math, ternary search

[SomethingNew's solution](#)

472.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[SomethingNew's solution](#)

473.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-06-28 · Python 3 (first AC) · Tags: math, sortings, two pointers

[SomethingNew's solution](#)

474.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2020-06-26 · PyPy 3 (first AC) · Tags: binary search, data structures, sortings, two pointers

[SomethingNew's solution](#)

475.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,871 global accepts · Rating: 1400 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: greedy, math, sortings, two pointers
[SomethingNew's solution](#)

476.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,137 global accepts · Rating: 1400 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: games, math, number theory
[SomethingNew's solution](#)

477.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-06-12 · PyPy 3 (first AC) · Tags: dp
[SomethingNew's solution](#)

478.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,701 global accepts · Rating: 1400 · first AC: 2020-06-08 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math
[SomethingNew's solution](#)

479.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,120 global accepts · Rating: 1400 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: implementation, strings
[SomethingNew's solution](#)

480.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[SomethingNew's solution](#)

481.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: implementation, math
[SomethingNew's solution](#)

482.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[SomethingNew's solution](#)

483.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[SomethingNew's solution](#)

484.

2115A

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

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory
[SomethingNew's solution](#)

485.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,418 global accepts · Rating: 1500 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[SomethingNew's solution](#)

486.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[SomethingNew's solution](#)

487.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[SomethingNew's solution](#)

488.

2053C

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

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[SomethingNew's solution](#)

489.

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-20 · PyPy 3-64 (first AC) · Tags: greedy, math

[SomethingNew's solution](#)

490.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[SomethingNew's solution](#)

491.

1817A

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

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[SomethingNew's solution](#)

492.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[SomethingNew's solution](#)

493.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[SomethingNew's solution](#)

494.

1774B

[Coloring](#) · [Tutorial](#)

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

[SomethingNew's solution](#)

495.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures

[SomethingNew's solution](#)

496.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[SomethingNew's solution](#)

497.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SomethingNew's solution](#)

498.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[SomethingNew's solution](#)

499.

1738C

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

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[SomethingNew's solution](#)

500.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SomethingNew's solution](#)

501.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[SomethingNew's solution](#)

502.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,052 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[SomethingNew's solution](#)

503.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[SomethingNew's solution](#)

504.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[SomethingNew's solution](#)

505.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry,

implementation, math

[SomethingNew's solution](#)

506.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SomethingNew's solution](#)

507.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SomethingNew's solution](#)

508.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,930 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[SomethingNew's solution](#)

509.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[SomethingNew's solution](#)

510.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[SomethingNew's solution](#)

511.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,630 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[SomethingNew's solution](#)

512.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SomethingNew's solution](#)

513.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SomethingNew's solution](#)

514.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,663 global accepts · Rating: 1500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[SomethingNew's solution](#)

515.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[SomethingNew's solution](#)

516.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[SomethingNew's solution](#)

517.

1515D

[Phoenix and Socks · Tutorial](#)

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[SomethingNew's solution](#)

518.

1516B

[AGAGA XOOORRR · Tutorial](#)

Quality: 25,532 global accepts · Rating: 1500 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[SomethingNew's solution](#)

519.

1482B

[Restore Modulo · Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SomethingNew's solution](#)

520.

1486B

[Eastern Exhibition · Tutorial](#)

Quality: 20,476 global accepts · Rating: 1500 · first AC: 2021-02-18 · PyPy 3 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[SomethingNew's solution](#)

521.

1490F

[Equalize the Array · Tutorial](#)

Quality: 18,376 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[SomethingNew's solution](#)

522.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[SomethingNew's solution](#)

523.

1426D

[Non-zero Segments · Tutorial](#)

Quality: 17,599 global accepts · Rating: 1500 · first AC: 2020-09-28 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[SomethingNew's solution](#)

524.

1416A

[k-Amazing Numbers · Tutorial](#)

Quality: 16,719 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[SomethingNew's solution](#)

525.

1419D2

[Sage's Birthday \(hard version\) · Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-20 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[SomethingNew's solution](#)

526.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[SomethingNew's solution](#)

527.

1418C

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

Quality: 28,125 global accepts · Rating: 1500 · first AC: 2020-09-14 · PyPy 3 (first AC) · Tags: dp, graphs, greedy, shortest paths

[SomethingNew's solution](#)

528.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · PyPy 3 (first AC) · Tags: greedy, math

[SomethingNew's solution](#)

529.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · Python 3 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[SomethingNew's solution](#)

530.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[SomethingNew's solution](#)

531.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,562 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[SomethingNew's solution](#)

532.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[SomethingNew's solution](#)

533.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-07-03 · PyPy 3 (first AC) · Tags: greedy, math

[SomethingNew's solution](#)

534.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-07-02 · PyPy 3 (first AC) · Tags: constructive algorithms

[SomethingNew's solution](#)

535.

1368B

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

Quality: 21,418 global accepts · Rating: 1500 · first AC: 2020-07-02 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[SomethingNew's solution](#)

536.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[SomethingNew's solution](#)

537.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · Python 3 (first AC) · Tags: bitmasks, brute force, greedy
[SomethingNew's solution](#)

538.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1500 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
[SomethingNew's solution](#)

539.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: hashing, string suffix structures, strings
[SomethingNew's solution](#)

540.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,259 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[SomethingNew's solution](#)

541.

2125D

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

Quality: 9,273 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[SomethingNew's solution](#)

542.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings
[SomethingNew's solution](#)

543.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,614 global accepts · Rating: 1600 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[SomethingNew's solution](#)

544.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[SomethingNew's solution](#)

545.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[SomethingNew's solution](#)

546.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[SomethingNew's solution](#)

547.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · last AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[SomethingNew's solution](#)

548.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[SomethingNew's solution](#)

549.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[SomethingNew's solution](#)

550.

2046B

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

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[SomethingNew's solution](#)

551.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[SomethingNew's solution](#)

552.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math

[SomethingNew's solution](#)

553.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[SomethingNew's solution](#)

554.

1781C

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

Quality: 10,457 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[SomethingNew's solution](#)

555.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[SomethingNew's solution](#)

556.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[SomethingNew's solution](#)

557.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[SomethingNew's solution](#)

558.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[SomethingNew's solution](#)

559.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[SomethingNew's solution](#)

560.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,471 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[SomethingNew's solution](#)

561.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[SomethingNew's solution](#)

562.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[SomethingNew's solution](#)

563.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[SomethingNew's solution](#)

564.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[SomethingNew's solution](#)

565.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,687 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[SomethingNew's solution](#)

566.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[SomethingNew's solution](#)

567.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[SomethingNew's solution](#)

568.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[SomethingNew's solution](#)

569.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[SomethingNew's solution](#)

570.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SomethingNew's solution](#)

571.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[SomethingNew's solution](#)

572.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[SomethingNew's solution](#)

573.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[SomethingNew's solution](#)

574.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SomethingNew's solution](#)

575.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[SomethingNew's solution](#)

576.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers

[SomethingNew's solution](#)

577.

1305C

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

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[SomethingNew's solution](#)

578.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[SomethingNew's solution](#)

579.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[SomethingNew's solution](#)

580.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[SomethingNew's solution](#)

581.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[SomethingNew's solution](#)

582.

1526C2

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

Quality: 29,723 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SomethingNew's solution](#)

583.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[SomethingNew's solution](#)

584.

1520F1

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

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[SomethingNew's solution](#)

585.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[SomethingNew's solution](#)

586.

1514C

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

Quality: 18,284 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[SomethingNew's solution](#)

587.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[SomethingNew's solution](#)

588.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SomethingNew's solution](#)

589.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[SomethingNew's solution](#)

590.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[SomethingNew's solution](#)

591.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SomethingNew's solution](#)

592.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · Python 3 (first AC) · Tags: binary search, interactive

[SomethingNew's solution](#)

593.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[SomethingNew's solution](#)

594.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · Python 3 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[SomethingNew's solution](#)

595.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[SomethingNew's solution](#)

596.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,343 global accepts · Rating: 1600 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[SomethingNew's solution](#)

597.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,707 global accepts · Rating: 1600 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[SomethingNew's solution](#)

598.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · Python 3 (first AC) · Tags: data structures, greedy, sortings

[SomethingNew's solution](#)

599.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1600 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[SomethingNew's solution](#)

600.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-21 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy

[SomethingNew's solution](#)

601.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: games, trees

[SomethingNew's solution](#)

602.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: math

[SomethingNew's solution](#)

603.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: math, sortings

[SomethingNew's solution](#)

604.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: math, number theory

[SomethingNew's solution](#)

605.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SomethingNew's solution](#)

606.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[SomethingNew's solution](#)

607.

2159A

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

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[SomethingNew's solution](#)

608.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[SomethingNew's solution](#)

609.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[SomethingNew's solution](#)

610.

2006A

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

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[SomethingNew's solution](#)

611.

2124D

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

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[SomethingNew's solution](#)

612.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[SomethingNew's solution](#)

613.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,637 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[SomethingNew's solution](#)

614.

2096C

[Wonderful City](#) · [Tutorial](#)

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

[SomethingNew's solution](#)

615.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[SomethingNew's solution](#)

616.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[SomethingNew's solution](#)

617.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SomethingNew's solution](#)

618.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[SomethingNew's solution](#)

619.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SomethingNew's solution](#)

620.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[SomethingNew's solution](#)

621.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[SomethingNew's solution](#)

622.

1864D

[Matrix Cascade](#) · [Tutorial](#)

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623.

1835A

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624.

1810D

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625.

1799C

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626.

1776F

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627.

1779D

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628.

1770C

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629.

1314A

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630.

1709D

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631.

1693B

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632.

1687B

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1684D

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1672D

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635.

1661C

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636.

1660F1

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637.

1628B

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638.

1621C

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639.

1608C

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640.

1583C

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641.

1562D1

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642.

1254A

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643.

1453C

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644.

1543D1

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645.

295B

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646.

1239A

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647.

1229A

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648.

1538D

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649.

1528B

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650.

1516C

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1503B

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652.

1469D

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653.

1464A

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654.

1462E2

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655.

1413D

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656.

1430D

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657.

1312D

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658.

1400B

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659.

1392D

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660.

1393C

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661.

1368D

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662.

1324E

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663.

1360F

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664.

1362D

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665.

1330D

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666.

1332D

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667.

1734D

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668.

2192D

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669.

2127D

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670.

2006B

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671.

1843F1

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672.

2101B

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673.

575H

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674.

2035D

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675.

2039C2

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676.

1267J

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677.

1267L

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678.

2022C

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679.

1995C

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680.

1965B

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681.

1852B

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682.

1852A

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683.

1824B1

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684.

1805D

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685.

1781D

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686.

1769D1

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687.

1750D

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688.

1740E

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689.

1720D1

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690.

1691D

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691.

1666L

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692.

1666C

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693.

1637D

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694.

1630B

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695.

1617D1

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696.

103433D

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697.

1583D

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698.

1572A

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699.

1556D

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700.

1556C

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701.

1477A

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Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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702.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

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703.

1548B

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Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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704.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

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705.

1552D

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706.

1466E

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707.

1208C

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Quality: 6,364 global accepts · Rating: 1800 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SomethingNew's solution](#)

708.

1517D

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Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

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709.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

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710.

1475D

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Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

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711.

1462F

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Quality: 8,536 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

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712.

1450D

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Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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713.

1426E

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Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · Python 3 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[SomethingNew's solution](#)

714.

1409E

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Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

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715.

1401D

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Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

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716.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,040 global accepts · Rating: 1800 · first AC: 2020-07-02 · PyPy 3 (first AC) · Tags: hashing, math, number theory

[SomethingNew's solution](#)

717.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,808 global accepts · Rating: 1800 · first AC: 2020-06-16 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[SomethingNew's solution](#)

718.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[SomethingNew's solution](#)

719.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[SomethingNew's solution](#)

720.

1327E

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Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

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721.

2129C1

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722.

2018B

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Quality: 5,188 global accepts · Rating: 1900 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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723.

2009G1

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724.

2077B

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725.

2059D

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726.

2053E

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727.

2029D

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728.

2022D1

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729.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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730.

1842D

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731.

1817B

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732.

103719D

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Rating: 1900 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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733.

1799D1

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734.

1785B

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Rating: 1900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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735.

1787D

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736.

1774E

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737.

1738D

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738.

1729F

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739.

1704D

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Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

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740.

1707B

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Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

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741.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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742.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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743.

1689D

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Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

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744.

1673D

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745.

1659D

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746.

1661D

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Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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747.

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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748.

1647D

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[SomethingNew's solution](#)

749.

103433B

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Rating: 1900 · first AC: 2021-12-04 · PyPy 3-64 (first AC) · Tags: —

[SomethingNew's solution](#)

750.

1558B

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751.

1453D

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752.

1545B

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753.

1543C

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754.

1178E

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755.

1305D

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756.

1208D

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757.

1220D

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758.

1495B

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759.

1527B2

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760.

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

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761.

1482D

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762.

1486C2

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763.

1490G

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764.

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

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765.

1428D

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766.

1400D

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Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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767.

1384D

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Rating: 1900 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, games, math

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768.

1384B1

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769.

1371E1

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770.

1369D

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Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

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771.

1367E

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Quality: 5,840 global accepts · Rating: 1900 · first AC: 2020-06-16 · Python 3 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

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772.

1245D

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Quality: 9,602 global accepts · Rating: 1900 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

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773.

1358D

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Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

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774.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

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775.

1984D

["a" String Problem · Tutorial](#)

Quality: 3,878 global accepts · Rating: 2000 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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776.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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777.

2103D

[Local Construction · Tutorial](#)

Quality: 3,982 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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778.

2096D

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Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

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779.

1744F

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780.

1680E

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781.

2055D

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782.

2061E

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783.

2048E

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784.

1951E

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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

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785.

1951D

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

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786.

964D

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787.

1827B1

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788.

1815B

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789.

1804D

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790.

1770D

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Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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791.

1763C

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

Quality: 7,799 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SomethingNew's solution](#)

792.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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793.

1753C

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

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794.

1726D

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795.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[SomethingNew's solution](#)

796.

1696E

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Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

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797.

1672F1

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

greedy

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798.

1665D

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Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

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799.

1641B

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800.

1657D

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Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

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801.

1638D

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Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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802.

1634D

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Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

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803.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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804.

103433I

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Rating: 2000 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

805.

103433L

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

Rating: 2000 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

806.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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807.

1610D

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Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number

theory

[SomethingNew's solution](#)

808.

1588B

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Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

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809.

1566E

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Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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810.

1558C

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811.

1198C

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812.

1229B

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[SomethingNew's solution](#)

813.

1240B

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Rating: 2000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers

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814.

1438C

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815.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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816.

1427C

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817.

1426F

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Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-09-28 · Python 3 (first AC) · Tags: combinatorics, dp, strings

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818.

1416C

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[SomethingNew's solution](#)

819.

1416B

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Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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820.

1380D

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Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

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821.

1370D

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Quality: 10,926 global accepts · Rating: 2000 · first AC: 2020-06-24 · PyPy 3 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

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822.

1345D

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Rating: 2000 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

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823.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,077 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

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824.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[SomethingNew's solution](#)

825.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[SomethingNew's solution](#)

826.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[SomethingNew's solution](#)

827.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, math

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828.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[SomethingNew's solution](#)

829.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[SomethingNew's solution](#)

830.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[SomethingNew's solution](#)

831.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

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832.

2061F1

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

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

[SomethingNew's solution](#)

833.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[SomethingNew's solution](#)

834.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[SomethingNew's solution](#)

835.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[SomethingNew's solution](#)

836.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[SomethingNew's solution](#)

837.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[SomethingNew's solution](#)

838.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[SomethingNew's solution](#)

839.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[SomethingNew's solution](#)

840.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

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841.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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842.

1776G

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

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

[SomethingNew's solution](#)

843.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[SomethingNew's solution](#)

844.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[SomethingNew's solution](#)

845.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[SomethingNew's solution](#)

846.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 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

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847.

1667B

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Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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848.

1660F2

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

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[SomethingNew's solution](#)

849.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[SomethingNew's solution](#)

850.

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory, trees

[SomethingNew's solution](#)

851.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[SomethingNew's solution](#)

852.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

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853.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SomethingNew's solution](#)

854.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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855.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

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856.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2020-12-31 · last AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[SomethingNew's solution](#)

857.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

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858.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

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859.

1466F

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Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[SomethingNew's solution](#)

860.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[SomethingNew's solution](#)

861.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, trees

[SomethingNew's solution](#)

862.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 2100 · first AC: 2021-04-26 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[SomethingNew's solution](#)

863.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

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864.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

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865.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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866.

1413E

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Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, ternary search

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867.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

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868.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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869.

1392E

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Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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870.

1393D

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Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

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871.

1389D

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Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math

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872.

1366E

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Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-07-03 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

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873.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

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874.

2018D

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Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

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875.

2089C1

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

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876.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

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877.

1837E

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Quality: 2,520 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, trees

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878.

1986G1

[Permutation Problem \(Simple Version\) · Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

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879.

2062D

[Balanced Tree · Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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880.

2056D

[Unique Median · Tutorial](#)

Quality: 3,665 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

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881.

2034E

[Permutations Harmony · Tutorial](#)

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

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882.

2039E

[Shohag Loves Inversions · Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

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883.

570D

[Tree Requests · Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[SomethingNew's solution](#)

884.

508E

[Arthur and Brackets · Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[SomethingNew's solution](#)

885.

1815C

[Between · Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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886.

1776B

[Vittorio Plays with LEGO Bricks · Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

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887.

1785C

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Rating: 2200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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888.

1110E

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889.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

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890.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[SomethingNew's solution](#)

891.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[SomethingNew's solution](#)

892.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[SomethingNew's solution](#)

893.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[SomethingNew's solution](#)

894.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[SomethingNew's solution](#)

895.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[SomethingNew's solution](#)

896.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[SomethingNew's solution](#)

897.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[SomethingNew's solution](#)

898.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[SomethingNew's solution](#)

899.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[SomethingNew's solution](#)

900.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[SomethingNew's solution](#)

901.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[SomethingNew's solution](#)

902.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SomethingNew's solution](#)

903.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[SomethingNew's solution](#)

904.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[SomethingNew's solution](#)

905.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[SomethingNew's solution](#)

906.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[SomethingNew's solution](#)

907.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation,

math, ternary search

[SomethingNew's solution](#)

908.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SomethingNew's solution](#)

909.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SomethingNew's solution](#)

910.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[SomethingNew's solution](#)

911.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[SomethingNew's solution](#)

912.

1520F2

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

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[SomethingNew's solution](#)

913.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

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914.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

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915.

1428E

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Quality: 4,207 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

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916.

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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917.

1400E

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Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

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918.

1389E

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Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: math, number theory

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919.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-24 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

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920.

2159C

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Quality: 1,687 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

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921.

2147E

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Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

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922.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

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923.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

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924.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

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925.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[SomethingNew's solution](#)

926.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[SomethingNew's solution](#)

927.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[SomethingNew's solution](#)

928.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[SomethingNew's solution](#)

929.

1995D

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Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[SomethingNew's solution](#)

930.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[SomethingNew's solution](#)

931.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[SomethingNew's solution](#)

932.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[SomethingNew's solution](#)

933.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

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934.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[SomethingNew's solution](#)

935.

1864F

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Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[SomethingNew's solution](#)

936.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,398 global accepts · Rating: 2300 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[SomethingNew's solution](#)

937.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[SomethingNew's solution](#)

938.

1824B2

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

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[SomethingNew's solution](#)

939.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[SomethingNew's solution](#)

940.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[SomethingNew's solution](#)

941.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[SomethingNew's solution](#)

942.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, probabilities

[SomethingNew's solution](#)

943.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[SomethingNew's solution](#)

944.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[SomethingNew's solution](#)

945.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[SomethingNew's solution](#)

946.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[SomethingNew's solution](#)

947.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[SomethingNew's solution](#)

948.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math

[SomethingNew's solution](#)

949.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[SomethingNew's solution](#)

950.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[SomethingNew's solution](#)

951.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

952.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[SomethingNew's solution](#)

953.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[SomethingNew's solution](#)

954.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[SomethingNew's solution](#)

955.

1592D

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Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[SomethingNew's solution](#)

956.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[SomethingNew's solution](#)

957.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[SomethingNew's solution](#)

958.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[SomethingNew's solution](#)

959.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[SomethingNew's solution](#)

960.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[SomethingNew's solution](#)

961.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SomethingNew's solution](#)

962.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[SomethingNew's solution](#)

963.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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964.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[SomethingNew's solution](#)

965.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[SomethingNew's solution](#)

966.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[SomethingNew's solution](#)

967.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

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968.

2096E

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Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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969.

1924C

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Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, matrices

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970.

1795F

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Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

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971.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

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972.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

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973.

1832D2

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Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-03-08 · last AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

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974.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory

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975.

1267A

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Quality: 1,061 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

976.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[SomethingNew's solution](#)

977.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

constructive algorithms, greedy, number theory

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978.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[SomethingNew's solution](#)

979.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

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980.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

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981.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[SomethingNew's solution](#)

982.

1804E

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Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

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983.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

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984.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[SomethingNew's solution](#)

985.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[SomethingNew's solution](#)

986.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[SomethingNew's solution](#)

987.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[SomethingNew's solution](#)

988.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[SomethingNew's solution](#)

989.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[SomethingNew's solution](#)

990.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[SomethingNew's solution](#)

991.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[SomethingNew's solution](#)

992.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[SomethingNew's solution](#)

993.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[SomethingNew's solution](#)

994.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[SomethingNew's solution](#)

995.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[SomethingNew's solution](#)

996.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[SomethingNew's solution](#)

997.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[SomethingNew's solution](#)

998.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[SomethingNew's solution](#)

999.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[SomethingNew's solution](#)

1000.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[SomethingNew's solution](#)

1001.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[SomethingNew's solution](#)

1002.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[SomethingNew's solution](#)

1003.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[SomethingNew's solution](#)

1004.

103433C

[New Year Presents](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1005.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SomethingNew's solution](#)

1006.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[SomethingNew's solution](#)

1007.

1542E1

[Abnormal Permutation Pairs \(easy version\) · Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[SomethingNew's solution](#)

1008.

1229C

[Konrad and Company Evaluation · Tutorial](#)

Rating: 2400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[SomethingNew's solution](#)

1009.

1526E

[Oolimry and Suffix Array · Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[SomethingNew's solution](#)

1010.

1483D

[Useful Edges · Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[SomethingNew's solution](#)

1011.

1450F

[The Struggling Contestant · Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SomethingNew's solution](#)

1012.

1401E

[Divide Square · Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[SomethingNew's solution](#)

1013.

1392F

[Omkar and Landslide · Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[SomethingNew's solution](#)

1014.

1984F

[Reconstruction · Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[SomethingNew's solution](#)

1015.

2159D1

[Inverse Minimum Partition \(Easy Version\) · Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[SomethingNew's solution](#)

1016.

2152F

[Triple Attack · Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[SomethingNew's solution](#)

1017.

1986G2

[Permutation Problem \(Hard Version\) · Tutorial](#)

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[SomethingNew's solution](#)

1018.

1859E

[Maximum Monogonosity · Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[SomethingNew's solution](#)

1019.

1823E

[Removing Graph · Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math

[SomethingNew's solution](#)

1020.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[SomethingNew's solution](#)

1021.

2035F

[Tree Operations · Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[SomethingNew's solution](#)

1022.

2056E

[Nested Segments · Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[SomethingNew's solution](#)

1023.

2048F

[Kevin and Math Class · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[SomethingNew's solution](#)

1024.

2034F1

[Khayyam's Royal Decree \(Easy Version\) · Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[SomethingNew's solution](#)

1025.

2029F

[Palindrome Everywhere · Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SomethingNew's solution](#)

1026.

1951F

[Inversion Composition · Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SomethingNew's solution](#)

1027.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[SomethingNew's solution](#)

1028.

729F

[Financiers Game · Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[SomethingNew's solution](#)

1029.

1188C

[Array Beauty · Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[SomethingNew's solution](#)

1030.

1854C

[Expected Destruction · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SomethingNew's solution](#)

1031.

1776I

[Spinach Pizza · Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[SomethingNew's solution](#)

1032.

1776C

[Library game · Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[SomethingNew's solution](#)

1033.

1776J

[Italian Data Centers · Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[SomethingNew's solution](#)

1034.

1787F

[Inverse Transformation · Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[SomethingNew's solution](#)

1035.

1779F

[Xorcerer's Stones · Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[SomethingNew's solution](#)

1036.

1314B

[Double Elimination · Tutorial](#)

Rating: 2500 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[SomethingNew's solution](#)

1037.

1764F

[Doremy's Experimental Tree · Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[SomethingNew's solution](#)

1038.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SomethingNew's solution](#)

1039.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[SomethingNew's solution](#)

1040.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[SomethingNew's solution](#)

1041.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[SomethingNew's solution](#)

1042.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[SomethingNew's solution](#)

1043.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[SomethingNew's solution](#)

1044.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[SomethingNew's solution](#)

1045.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[SomethingNew's solution](#)

1046.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[SomethingNew's solution](#)

1047.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[SomethingNew's solution](#)

1048.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[SomethingNew's solution](#)

1049.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[SomethingNew's solution](#)

1050.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[SomethingNew's solution](#)

1051.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[SomethingNew's solution](#)

1052.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 2500 · first AC: 2021-06-28 · last AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[SomethingNew's solution](#)

1053.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SomethingNew's solution](#)

1054.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[SomethingNew's solution](#)

1055.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[SomethingNew's solution](#)

1056.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[SomethingNew's solution](#)

1057.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[SomethingNew's solution](#)

1058.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[SomethingNew's solution](#)

1059.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[SomethingNew's solution](#)

1060.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[SomethingNew's solution](#)

1061.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[SomethingNew's solution](#)

1062.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[SomethingNew's solution](#)

1063.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[SomethingNew's solution](#)

1064.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[SomethingNew's solution](#)

1065.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[SomethingNew's solution](#)

1066.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2025-03-08 · last AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[SomethingNew's solution](#)

1067.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[SomethingNew's solution](#)

1068.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[SomethingNew's solution](#)

1069.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[SomethingNew's solution](#)

1070.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[SomethingNew's solution](#)

1071.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[SomethingNew's solution](#)

1072.

103719I

[Formalism for Formalism](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1073.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[SomethingNew's solution](#)

1074.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[SomethingNew's solution](#)

1075.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[SomethingNew's solution](#)

1076.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
[SomethingNew's solution](#)

1077.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[SomethingNew's solution](#)

1078.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[SomethingNew's solution](#)

1079.

103433F

[How to Learn You Score](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[SomethingNew's solution](#)

1080.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[SomethingNew's solution](#)

1081.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[SomethingNew's solution](#)

1082.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
[SomethingNew's solution](#)

1083.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[SomethingNew's solution](#)

1084.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp
[SomethingNew's solution](#)

1085.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[SomethingNew's solution](#)

1086.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[SomethingNew's solution](#)

1087.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[SomethingNew's solution](#)

1088.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · last AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[SomethingNew's solution](#)

1089.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[SomethingNew's solution](#)

1090.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[SomethingNew's solution](#)

1091.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-07-02 · PyPy 3 (first AC) · Tags: games, implementation, interactive, math

[SomethingNew's solution](#)

1092.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[SomethingNew's solution](#)

1093.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SomethingNew's solution](#)

1094.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[SomethingNew's solution](#)

1095.

2022D2

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

Quality: 826 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[SomethingNew's solution](#)

1096.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SomethingNew's solution](#)

1097.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[SomethingNew's solution](#)

1098.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[SomethingNew's solution](#)

1099.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[SomethingNew's solution](#)

1100.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[SomethingNew's solution](#)

1101.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[SomethingNew's solution](#)

1102.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SomethingNew's solution](#)

1103.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[SomethingNew's solution](#)

1104.

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[SomethingNew's solution](#)

1105.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[SomethingNew's solution](#)

1106.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities, trees

[SomethingNew's solution](#)

1107.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[SomethingNew's solution](#)

1108.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[SomethingNew's solution](#)

1109.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[SomethingNew's solution](#)

1110.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[SomethingNew's solution](#)

1111.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[SomethingNew's solution](#)

1112.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[SomethingNew's solution](#)

1113.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[SomethingNew's solution](#)

1114.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[SomethingNew's solution](#)

1115.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[SomethingNew's solution](#)

1116.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[SomethingNew's solution](#)

1117.

1267D

[DevOps Best Practices · Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SomethingNew's solution](#)

1118.

1039D

[You Are Given a Tree · Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[SomethingNew's solution](#)

1119.

1810F

[M-tree · Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[SomethingNew's solution](#)

1120.

1776D

[Teamwork · Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SomethingNew's solution](#)

1121.

1698F

[Equal Reversal · Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[SomethingNew's solution](#)

1122.

1693D

[Decinc Dividing · Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[SomethingNew's solution](#)

1123.

1672F2

[Checker for Array Shuffling · Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SomethingNew's solution](#)

1124.

1652F

[Minimal String Xoration · Tutorial](#)

Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, strings

[SomethingNew's solution](#)

1125.

1386C

[Joker · Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[SomethingNew's solution](#)

1126.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings
[SomethingNew's solution](#)

1127.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy
[SomethingNew's solution](#)

1128.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees
[SomethingNew's solution](#)

1129.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math
[SomethingNew's solution](#)

1130.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[SomethingNew's solution](#)

1131.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[SomethingNew's solution](#)

1132.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[SomethingNew's solution](#)

1133.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[SomethingNew's solution](#)

1134.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[SomethingNew's solution](#)

1135.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths
[SomethingNew's solution](#)

1136.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[SomethingNew's solution](#)

1137.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[SomethingNew's solution](#)

1138.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[SomethingNew's solution](#)

1139.

1652G

[Snowy Mountain](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths, trees

[SomethingNew's solution](#)

1140.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2026-01-10 · last AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[SomethingNew's solution](#)

1141.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · last AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[SomethingNew's solution](#)

1142.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[SomethingNew's solution](#)

1143.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[SomethingNew's solution](#)

1144.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[SomethingNew's solution](#)

1145.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SomethingNew's solution](#)

1146.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[SomethingNew's solution](#)

1147.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-28 · last AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[SomethingNew's solution](#)

1148.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees
[SomethingNew's solution](#)

1149.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[SomethingNew's solution](#)

1150.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers
[SomethingNew's solution](#)

1151.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees
[SomethingNew's solution](#)

1152.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[SomethingNew's solution](#)

1153.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths
[SomethingNew's solution](#)

1154.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[SomethingNew's solution](#)

1155.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[SomethingNew's solution](#)

1156.

2096G

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

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[SomethingNew's solution](#)

1157.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[SomethingNew's solution](#)

1158.

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1159.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[SomethingNew's solution](#)

1160.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[SomethingNew's solution](#)

1161.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[SomethingNew's solution](#)

1162.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[SomethingNew's solution](#)

1163.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[SomethingNew's solution](#)

1164.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[SomethingNew's solution](#)

1165.

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities

[SomethingNew's solution](#)

1166.

2068I

[Pinball](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: 3500 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[SomethingNew's solution](#)

1167.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1168.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1169.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1170.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1171.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1172.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1173.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1174.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1175.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1176.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1177.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1178.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1179.

104633E

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

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1180.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1181.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1182.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1183.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1184.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1185.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1186.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1187.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1188.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1189.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1190.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1191.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1192.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1193.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1194.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1195.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1196.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1197.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1198.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1199.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1200.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1201.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1202.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1203.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1204.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1205.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1206.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1207.

101242D

[Clock Breaking](#) · [Tutorial](#)

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

[SomethingNew's solution](#)

1208.

101242F

[Longest Rivers](#) · [Tutorial](#)

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

[SomethingNew's solution](#)

1209.

101242A

[Balanced Diet](#) · [Tutorial](#)

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

[SomethingNew's solution](#)

1210.

101242B

[Branch Assignment](#) · [Tutorial](#)

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

[SomethingNew's solution](#)**1211.**

101242K

[String Theory](#) · [Tutorial](#)

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

[SomethingNew's solution](#)**1212.**

101242G

[Oj!](#) · [Tutorial](#)

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

[SomethingNew's solution](#)**1213.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)**1214.**

101242C

[Ceiling Function](#) · [Tutorial](#)

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

[SomethingNew's solution](#)**1215.**

101242L

[Swap Space](#) · [Tutorial](#)

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

[SomethingNew's solution](#)**1216.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)**1217.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)**1218.**

101239E

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

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)**1219.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)**1220.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1221.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1222.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · PyPy 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1223.

105617K

[Petya's Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1224.

105617C

[Intermediate Verticality](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1225.

105617J

[Nightmare Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1226.

105617H

[Exploration Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1227.

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1228.

105617B

[Two-Story Advent Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1229.

105617I

[Prank](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1230.

105617G

[M-11 Highway](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1231.

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1232.

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1233.

105617L

[Two Scooters](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1234.

105873K

[Killable Demon](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1235.

105873L

[La Vaca Saturno Saturnita vs Tung Tung Tung Sahur](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1236.

105873F

[First Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1237.

105873G

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

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1238.

105873H

[Huron Designs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1239.

105873I

[ICPC Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1240.

105873D

[Delivering Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1241.

105873J

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

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1242.

105873B

[Buying Paint](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1243.

105873E

[Elisas Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1244.

105873A

[Analysing Electrocardiograms](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1245.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1246.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1247.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1248.

105053F

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

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1249.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1250.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SomethingNew's solution](#)

1251.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1252.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1253.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1254.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1255.

105112H

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

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1256.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1257.

105112A

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

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1258.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1259.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1260.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · last AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1261.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1262.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1263.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1264.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1265.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1266.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1267.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1268.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1269.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1270.

105562E

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

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1271.

105562A

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

Rating: — · first AC: 2024-11-29 · PyPy 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1272.

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1273.

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1274.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1275.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · Python 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1276.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1277.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1278.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1279.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1280.

105492L

[Levelling Locks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1281.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1282.

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1283.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1284.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1285.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1286.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1287.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1288.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1289.

105492A

[``Aaawww...`` or ``Aaayyy!!!``](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1290.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1291.

105431G

[Guessing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1292.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1293.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1294.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1295.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1296.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1297.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1298.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1299.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1300.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, schedules

[SomethingNew's solution](#)

1301.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[SomethingNew's solution](#)

1302.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[SomethingNew's solution](#)

1303.

101572F

[Fractal Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1304.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1305.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1306.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1307.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1308.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1309.

101572D

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

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1310.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1311.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1312.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1313.

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1314.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[SomethingNew's solution](#)

1315.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[SomethingNew's solution](#)

1316.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[SomethingNew's solution](#)

1317.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[SomethingNew's solution](#)

1318.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[SomethingNew's solution](#)

1319.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[SomethingNew's solution](#)

1320.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[SomethingNew's solution](#)

1321.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[SomethingNew's solution](#)

1322.

104460G

[Paper-cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1323.

104460A

[Digit Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1324.

104460D

[Pick Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1325.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1326.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1327.

104460I

[Unrooted Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1328.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1329.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1330.

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1331.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1332.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1333.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1334.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1335.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1336.

1042917

[BỘ TÍNH SỐ C< C> C< D 7C, =C <](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1337.

1042916

[A< C< DCT @ CT=Dd8Dđ](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1338.

1042915

[B4 7C, B< C< C< D :C > C< 5](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1339.

1042903

[B-5C< D 4D² 8 C =D\\$8D 5C< D 4D°](#)

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1340.

1042902

[B\\$D< C< C< 5 C< D ;C =C,,5](#)

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1341.

1042901

[A\\$8C< D5 C< C 1C NCD5C< 8CP](#)

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1342.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, constructive algorithms, math, number theory

[SomethingNew's solution](#)

1343.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, brute force, implementation

[SomethingNew's solution](#)

1344.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, expression parsing, strings

[SomethingNew's solution](#)

1345.

103719B

[B,0D0kC BD² 8 CòCD\\$8](#)

Rating: — · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1346.

103719C

[AÄ5DT>C\\$KCR ?Cä4Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1347.

103719L

[AvtoBus](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1348.

103719H

[B GCAD\\$;C,,2D'9 Cò>D OCD>C](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1349.

103719F

[AÄ0D\\$;D4;DÄB-Cò@C,,2CTB!](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1350.

103994A

[BD0Cf1d,,8C\\$0Dò AD\\$>Cò:C](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1351.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: *special, implementation, math

[SomethingNew's solution](#)

1352.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: *special, divide and conquer, implementation, math

[SomethingNew's solution](#)

1353.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: *special, expression parsing, trees

[SomethingNew's solution](#)

1354.

1036327

[B\\$00d5C`KC` 3D CCp](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1355.

1036326

[BÔD076T4C,,FC,,O CÔO B 8D 8D4A](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1356.

103631C

[A,,=D\\$5D 5D =D`5 C\\$KDT>CD=D`5](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1357.

103631B

[Aä?D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1358.

103631A

[B4@Cä DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1359.

103575E

[Draft Laws · Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1360.

101319D

[Problem Tiramisu. Vanya and Jackets · Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1361.

101319B

[Problem Halva. Gleb and Two Numbers · Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1362.

101319A

[Problem Cheesecake. Cuckoos · Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1363.

1035338

[Aö×ODD :C€](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1364.

100850C

[B,TCä;DÄ=C O CD5CÄ>Cæ@C BC,,O](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1365.

100850J

[Aö@CäAD\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1366.

100850I

[Aä1CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1367.

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1368.

100850H

[AäBDtQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1369.

100850E

[AUTCÖäCÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1370.

100850F

[B TCCæCö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1371.

100850D

[Aö>CfQD" <CTGD\\$K](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1372.

100850A

[A 3DæCÖ>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1373.

103389G

[3G-QwÜrial](#)

Rating: — · first AC: 2021-11-06 · Python 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1374.

100266I

[AÖ5Cä1D`GCÔKC' MCæACô>CÔ0D](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1375.

100266G

[A7A0T=CÔ8C' ?C @C](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1376.

100266J

[B7006@CT<C BC,,7CÀ](#)

Rating: — · first AC: 2021-09-25 · last AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1377.

100266H

[A0008CÔ4D >CÄ=D`5 Dt8D ;C](#)

Rating: — · first AC: 2021-09-25 · Python 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1378.

100266D

[A>C05Ct=DÀ](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1379.

100266E

[B70040T;CT=C,,5 Cª>D >C`5C\\$AD\\$2C](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1380.

100266C

[A570i>CÀ HC,,DD 0](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1381.

100266F

[A70040C>Dt=Cä5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1382.

100266A

[A7000al](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1383.

100266B

[B7002Cª0](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1384.

102443H

[Planet Nine · Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1385.

102443F

[Isosceles triangles · Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SomethingNew's solution](#)

1386.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · PyPy 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1387.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[SomethingNew's solution](#)

1388.

1531C

[B 8CÄ<CTBD 8Dt=D 9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[SomethingNew's solution](#)

1389.

1531B2

[AÄ#CÖ8D\\$>D 8CÖ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[SomethingNew's solution](#)

1390.

1531B1

[AÄ#CÖ8D\\$>D 8CÖ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[SomethingNew's solution](#)

1391.

1531A

[At8CÖ3CT@|color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[SomethingNew's solution](#)

1392.

1531D

[B 5CD0C#BOja@ D45CÄ C,=C45D Ä 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[SomethingNew's solution](#)

1393.

1531E3

[B >D B@, @ Cä2C#0 D ;C,,OCÖ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-29 · PyPy 3 (first AC) · Tags: *special, binary search

[SomethingNew's solution](#)

1394.

1531E2

[B >D B@, @ Cä2C#0 D ;C,,OCÖ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-29 · PyPy 3 (first AC) · Tags: *special, brute force

[SomethingNew's solution](#)

1395.

1531E1

[B >D B@, @ Cä2C#0 D ;C,,OCÖ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-29 · PyPy 3 (first AC) · Tags: *special

[SomethingNew's solution](#)

1396.

100063G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · PyPy 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1397.

100063D

[D · Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SomethingNew's solution](#)

1398.

100063F

[F · Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SomethingNew's solution](#)

1399.

100063C

[C · Tutorial](#)

Rating: — · first AC: 2020-10-03 · PyPy 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1400.

100063A

[A · Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SomethingNew's solution](#)

1401.

100063E

[E · Tutorial](#)

Rating: — · first AC: 2020-10-03 · PyPy 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1402.

100063H

[H · Tutorial](#)

Rating: — · first AC: 2020-10-03 · PyPy 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1403.

100063B

[B · Tutorial](#)

Rating: — · first AC: 2020-10-03 · PyPy 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1404.

100062E

[E · Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SomethingNew's solution](#)

1405.

100062C

[C · Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SomethingNew's solution](#)

1406.

100062G

[G · Tutorial](#)

Rating: — · first AC: 2020-09-26 · Python 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1407.

100062D

[D · Tutorial](#)

Rating: — · first AC: 2020-09-26 · Python 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1408.

100062A

[A · Tutorial](#)

Rating: — · first AC: 2020-09-26 · last AC: 2020-09-26 · Python 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1409.

100062B

[B · Tutorial](#)

Rating: — · first AC: 2020-09-26 · Python 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1410.

100062I

[I · Tutorial](#)

Rating: — · first AC: 2020-09-26 · Python 3 (first AC) · Tags: —

[SomethingNew's solution](#)

1411.

1331B

[Limericks · Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, math, number theory

[SomethingNew's solution](#)

1412.

1331C

[...And after happily lived ever they · Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, bitmasks

[SomethingNew's solution](#)

1413.

1331D

[Again? · Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, implementation

[SomethingNew's solution](#)

1414.

1331E

[Jordan Smiley · Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, dfs and similar, geometry, implementation

[SomethingNew's solution](#)

1415.

1331A

[Is it rated? · Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[SomethingNew's solution](#)