

Unique solved — StarSilk

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

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Filters: none

Count: 4,458

1.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,862 global accepts · Rating: 800 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, math

[StarSilk's solution](#)

2.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,628 global accepts · Rating: 800 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

3.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 800 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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4.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,737 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

5.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,214 global accepts · Rating: 800 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

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6.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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7.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,481 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

8.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,531 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

9.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,727 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

10.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,198 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[StarSilk's solution](#)

11.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,771 global accepts · Rating: 800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[StarSilk's solution](#)

12.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,674 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[StarSilk's solution](#)

13.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,973 global accepts · Rating: 800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: math
[StarSilk's solution](#)

14.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,457 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[StarSilk's solution](#)

15.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,105 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[StarSilk's solution](#)

16.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,164 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

17.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,291 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[StarSilk's solution](#)

18.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,902 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[StarSilk's solution](#)

19.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

20.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,443 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[StarSilk's solution](#)

21.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,113 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

22.

2193A

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

Quality: 42,645 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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23.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

24.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,688 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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25.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,065 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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26.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,076 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

27.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: games

[StarSilk's solution](#)

28.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,436 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[StarSilk's solution](#)

29.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,325 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[StarSilk's solution](#)

30.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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31.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,335 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[StarSilk's solution](#)

32.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,418 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[StarSilk's solution](#)

33.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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34.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[StarSilk's solution](#)

35.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[StarSilk's solution](#)

36.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,066 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

37.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

38.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,895 global accepts · Rating: 800 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[StarSilk's solution](#)

39.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

40.

2170A

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

Quality: 19,905 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[StarSilk's solution](#)

41.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,489 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

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42.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,244 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

43.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,521 global accepts · Rating: 800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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44.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,592 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[StarSilk's solution](#)

45.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[StarSilk's solution](#)

46.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

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47.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,053 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[StarSilk's solution](#)

48.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,809 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[StarSilk's solution](#)

49.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,448 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[StarSilk's solution](#)

50.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[StarSilk's solution](#)

51.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,164 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[StarSilk's solution](#)

52.

2162A

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

Quality: 41,586 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)

53.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,454 global accepts · Rating: 800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

54.

2153B

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

Quality: 22,586 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[StarSilk's solution](#)

55.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

56.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

57.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,160 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

58.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

59.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,958 global accepts · Rating: 800 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

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60.

2149B

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61.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,900 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math

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62.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

63.

2146A

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Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

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64.

2147A

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[StarSilk's solution](#)

65.

2143A

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[StarSilk's solution](#)

66.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[StarSilk's solution](#)

67.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,042 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[StarSilk's solution](#)

68.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,410 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[StarSilk's solution](#)

69.

2139A

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

Quality: 25,824 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

70.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,259 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

71.

2137A

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

Quality: 35,309 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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72.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,967 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[StarSilk's solution](#)

73.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,541 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

74.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[StarSilk's solution](#)

75.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[StarSilk's solution](#)

76.

2131B

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

Quality: 30,949 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[StarSilk's solution](#)

77.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,862 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math
[StarSilk's solution](#)

78.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

79.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,485 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[StarSilk's solution](#)

80.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[StarSilk's solution](#)

81.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[StarSilk's solution](#)

82.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,688 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[StarSilk's solution](#)

83.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,073 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[StarSilk's solution](#)

84.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[StarSilk's solution](#)

85.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,197 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
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86.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,909 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

87.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,686 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

88.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

89.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,324 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[StarSilk's solution](#)

90.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[StarSilk's solution](#)

91.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,278 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

92.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

93.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

94.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,165 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

95.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,042 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

96.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,972 global accepts · Rating: 800 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[StarSilk's solution](#)

97.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[StarSilk's solution](#)

98.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,197 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[StarSilk's solution](#)

99.

2110A

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

Quality: 29,826 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[StarSilk's solution](#)

100.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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101.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
[StarSilk's solution](#)

102.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[StarSilk's solution](#)

103.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[StarSilk's solution](#)

104.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[StarSilk's solution](#)

105.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[StarSilk's solution](#)

106.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[StarSilk's solution](#)

107.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,573 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[StarSilk's solution](#)

108.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[StarSilk's solution](#)

109.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,274 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: strings
[StarSilk's solution](#)

110.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,836 global accepts · Rating: 800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[StarSilk's solution](#)

111.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[StarSilk's solution](#)

112.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,541 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[StarSilk's solution](#)

113.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[StarSilk's solution](#)

114.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,703 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[StarSilk's solution](#)

115.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[StarSilk's solution](#)

116.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,373 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

117.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

118.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,206 global accepts · Rating: 800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[StarSilk's solution](#)

119.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,753 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[StarSilk's solution](#)

120.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,314 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[StarSilk's solution](#)

121.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,296 global accepts · Rating: 800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

122.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

123.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

124.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,656 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

125.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,548 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[StarSilk's solution](#)

126.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,098 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[StarSilk's solution](#)

127.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,691 global accepts · Rating: 800 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[StarSilk's solution](#)

128.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,072 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings

[StarSilk's solution](#)

129.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,628 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[StarSilk's solution](#)

130.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[StarSilk's solution](#)

131.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[StarSilk's solution](#)

132.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

133.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

134.

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[StarSilk's solution](#)

135.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

136.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[StarSilk's solution](#)

137.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

138.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[StarSilk's solution](#)

139.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,453 global accepts · Rating: 800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

140.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

141.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,752 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[StarSilk's solution](#)

142.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

143.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

144.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[StarSilk's solution](#)

145.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

146.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,266 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

147.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,971 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

148.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,204 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

149.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[StarSilk's solution](#)

150.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

151.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,838 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

152.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

153.

2034A

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

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

[StarSilk's solution](#)

154.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[StarSilk's solution](#)

155.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

156.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

157.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

158.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,695 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

159.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,946 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[StarSilk's solution](#)

160.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

161.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,740 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

162.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

163.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,698 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[StarSilk's solution](#)

164.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[StarSilk's solution](#)

165.

2035A

[Sliding](#) · [Tutorial](#)

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

[StarSilk's solution](#)

166.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,159 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[StarSilk's solution](#)

167.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,014 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

168.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[StarSilk's solution](#)

169.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[StarSilk's solution](#)

170.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[StarSilk's solution](#)

171.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

172.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[StarSilk's solution](#)

173.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,134 global accepts · Rating: 800 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[StarSilk's solution](#)

174.

2020A

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

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[StarSilk's solution](#)

175.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

176.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,189 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

177.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,704 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

178.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

179.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

180.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,955 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

181.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[StarSilk's solution](#)

182.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,472 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[StarSilk's solution](#)

183.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
[StarSilk's solution](#)

184.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[StarSilk's solution](#)

185.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,251 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[StarSilk's solution](#)

186.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[StarSilk's solution](#)

187.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[StarSilk's solution](#)

188.

2010A

[Alternating Sum of Numbers](#) · [Tutorial](#)

Quality: 21,266 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[StarSilk's solution](#)

189.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[StarSilk's solution](#)

190.

2003A

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

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[StarSilk's solution](#)

191.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[StarSilk's solution](#)

192.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

193.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[StarSilk's solution](#)

194.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

195.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[StarSilk's solution](#)

196.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[StarSilk's solution](#)

197.

2002A

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

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

198.

1998A

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

Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[StarSilk's solution](#)

199.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,638 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

200.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,915 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

201.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

202.

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[StarSilk's solution](#)

203.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[StarSilk's solution](#)

204.

1991A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

205.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,910 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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206.

1996A

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207.

1285A

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208.

1995A

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209.

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210.

1271A

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211.

1992B

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212.

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213.

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214.

1987A

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215.

1989A

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216.

1982A

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218.

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219.

1978B

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220.

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221.

1316A

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222.

1307A

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223.

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224.

1985A

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225.

1984A

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226.

1979A

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227.

1980B

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228.

1980A

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Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

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229.

1976A

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Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

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230.

1358A

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231.

1348A

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232.

1977A

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Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math

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233.

1975A

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234.

1393A

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Quality: 20,832 global accepts · Rating: 800 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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235.

1974A

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236.

1974B

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237.

1369A

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238.

1971B

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239.

1971A

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240.

1968B

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241.

1968A

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242.

1701B

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243.

1701A

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244.

1972A

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245.

1969A

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246.

1966A

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247.

1499A

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math

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248.

1391B

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249.

1391A

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250.

1957A

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[StarSilk's solution](#)

251.

1956B

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Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[StarSilk's solution](#)

252.

1956A

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Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

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253.

1955A

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Quality: 52,725 global accepts · Rating: 800 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: math

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254.

1694A

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Quality: 23,519 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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255.

1942A

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256.

1392B

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Quality: 18,891 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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257.

1392A

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258.

1950C

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259.

1950B

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260.

1950A

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261.

1430B

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262.

1946A

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263.

1945A

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264.

1944A

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265.

1948A

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266.

1428A

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267.

1941A

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268.

1422A

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269.

1935A

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270.

1421A

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271.

976A

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Quality: 10,974 global accepts · Rating: 800 · first AC: 2022-08-22 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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272.

1436A

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Quality: 23,547 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math

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273.

1937A

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Quality: 24,655 global accepts · Rating: 800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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274.

1934A

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275.

1452C

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276.

1452A

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277.

1933B

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278.

1933A

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279.

1923A

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280.

1438A

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1453A

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282.

1450A

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283.

1926B

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284.

1926A

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285.

1932A

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286.

1930A

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287.

1929B

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288.

1929A

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289.

1451A

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290.

1931B

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Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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291.

1931A

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Quality: 39,960 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[StarSilk's solution](#)

292.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-01-24 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[StarSilk's solution](#)

293.

1928A

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Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

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294.

1243A

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Quality: 16,378 global accepts · Rating: 800 · first AC: 2024-01-21 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

295.

1455A

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Quality: 27,408 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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296.

1461A

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297.

1927A

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Quality: 51,435 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[StarSilk's solution](#)

298.

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

299.

1918A

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300.

1468E

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Quality: 9,818 global accepts · Rating: 800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

301.

1675A

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Quality: 36,807 global accepts · Rating: 800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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302.

1925A

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strings

[StarSilk's solution](#)

303.

1492A

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Quality: 23,381 global accepts · Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[StarSilk's solution](#)

304.

1527A

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Quality: 41,899 global accepts · Rating: 800 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

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305.

1250F

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Quality: 8,384 global accepts · Rating: 800 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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306.

1511A

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307.

1922A

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Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[StarSilk's solution](#)

308.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

309.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[StarSilk's solution](#)

310.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

311.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,591 global accepts · Rating: 800 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

312.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[StarSilk's solution](#)

313.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[StarSilk's solution](#)

314.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[StarSilk's solution](#)

315.

1473A

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

Quality: 37,423 global accepts · Rating: 800 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings
[StarSilk's solution](#)

316.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

317.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[StarSilk's solution](#)

318.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[StarSilk's solution](#)

319.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[StarSilk's solution](#)

320.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[StarSilk's solution](#)

321.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,179 global accepts · Rating: 800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[StarSilk's solution](#)

322.

1915B

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

Quality: 50,347 global accepts · Rating: 800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[StarSilk's solution](#)

323.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,789 global accepts · Rating: 800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation
[StarSilk's solution](#)

324.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,243 global accepts · Rating: 800 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[StarSilk's solution](#)

325.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

326.

1914B

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

Quality: 33,224 global accepts · Rating: 800 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[StarSilk's solution](#)

327.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[StarSilk's solution](#)

328.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[StarSilk's solution](#)

329.

1905A

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

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

330.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[StarSilk's solution](#)

331.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings
[StarSilk's solution](#)

332.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

333.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[StarSilk's solution](#)

334.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[StarSilk's solution](#)

335.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,601 global accepts · Rating: 800 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[StarSilk's solution](#)

336.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,074 global accepts · Rating: 800 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[StarSilk's solution](#)

337.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,302 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[StarSilk's solution](#)

338.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,284 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

339.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings
[StarSilk's solution](#)

340.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[StarSilk's solution](#)

341.

1898A

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

Quality: 17,422 global accepts · Rating: 800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[StarSilk's solution](#)

342.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[StarSilk's solution](#)

343.

1899A

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

Quality: 92,718 global accepts · Rating: 800 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[StarSilk's solution](#)

344.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[StarSilk's solution](#)

345.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,843 global accepts · Rating: 800 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

346.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[StarSilk's solution](#)

347.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarSilk's solution](#)

348.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

349.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

350.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

351.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

352.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,588 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[StarSilk's solution](#)

353.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,918 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[StarSilk's solution](#)

354.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarSilk's solution](#)

355.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[StarSilk's solution](#)

356.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[StarSilk's solution](#)

357.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

358.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[StarSilk's solution](#)

359.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[StarSilk's solution](#)

360.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[StarSilk's solution](#)

361.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

362.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,295 global accepts · Rating: 800 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[StarSilk's solution](#)

363.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[StarSilk's solution](#)

364.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[StarSilk's solution](#)

365.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[StarSilk's solution](#)

366.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,304 global accepts · Rating: 800 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[StarSilk's solution](#)

367.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[StarSilk's solution](#)

368.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

369.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

370.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

371.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,645 global accepts · Rating: 800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[StarSilk's solution](#)

372.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[StarSilk's solution](#)

373.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[StarSilk's solution](#)

374.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,747 global accepts · Rating: 800 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[StarSilk's solution](#)

375.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,006 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[StarSilk's solution](#)

376.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,977 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

377.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,688 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[StarSilk's solution](#)

378.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,389 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

379.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

380.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,262 global accepts · Rating: 800 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

381.

1867A

[green gold dog.array and permutation](#) · [Tutorial](#)

Quality: 21,142 global accepts · Rating: 800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[StarSilk's solution](#)

382.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,173 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[StarSilk's solution](#)

383.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, number theory

[StarSilk's solution](#)

384.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,325 global accepts · Rating: 800 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[StarSilk's solution](#)

385.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

386.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,716 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

387.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

388.

1864A

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

Quality: 21,418 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

389.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,966 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

390.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,264 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[StarSilk's solution](#)

391.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,320 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[StarSilk's solution](#)

392.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[StarSilk's solution](#)

393.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[StarSilk's solution](#)

394.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[StarSilk's solution](#)

395.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,631 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[StarSilk's solution](#)

396.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,909 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

397.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

398.

1856A

[Tales of a Sort](#) · [Tutorial](#)

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

[StarSilk's solution](#)

399.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[StarSilk's solution](#)

400.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[StarSilk's solution](#)

401.

1617A

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

Quality: 17,007 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[StarSilk's solution](#)

402.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

403.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,049 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[StarSilk's solution](#)

404.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

405.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[StarSilk's solution](#)

406.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,454 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[StarSilk's solution](#)

407.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[StarSilk's solution](#)

408.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

409.

1850C

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

Quality: 53,537 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

410.

1850B

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

Quality: 50,375 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[StarSilk's solution](#)

411.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,195 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
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412.

1400A

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413.

1844A

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414.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,916 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
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415.

1846A

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Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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416.

1847A

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Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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417.

1605A

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Quality: 21,645 global accepts · Rating: 800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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418.

1845A

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Quality: 47,334 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
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419.

1842A

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Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
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420.

1612A

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Quality: 18,211 global accepts · Rating: 800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
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421.

1627A

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Quality: 24,897 global accepts · Rating: 800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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422.

1836A

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Quality: 21,433 global accepts · Rating: 800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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423.

1843C

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Quality: 39,495 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[StarSilk's solution](#)

424.

1843B

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Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

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425.

1843A

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426.

1834A

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[StarSilk's solution](#)

427.

1585A

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428.

1776A

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429.

1777A

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430.

1778A

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431.

1779A

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432.

1780A

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433.

1781A

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Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

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434.

1783A

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Quality: 48,702 global accepts · Rating: 800 · first AC: 2023-01-08 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

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435.

1786A1

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436.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-06 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

437.

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

438.

1788A

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Quality: 52,963 global accepts · Rating: 800 · first AC: 2023-02-09 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[StarSilk's solution](#)

439.

1789A

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

Quality: 32,955 global accepts · Rating: 800 · first AC: 2023-02-25 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

440.

1789B

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

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[StarSilk's solution](#)

441.

1790A

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Quality: 41,045 global accepts · Rating: 800 · first AC: 2023-02-23 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[StarSilk's solution](#)

442.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-02-23 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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443.

1791A

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Quality: 80,603 global accepts · Rating: 800 · first AC: 2023-02-03 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[StarSilk's solution](#)

444.

1791B

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Quality: 52,658 global accepts · Rating: 800 · first AC: 2023-02-03 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
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445.

1791C

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Quality: 74,143 global accepts · Rating: 800 · first AC: 2023-02-03 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[StarSilk's solution](#)

446.

1792A

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Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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447.

1793A

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448.

1794A

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449.

1795A

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450.

1796A

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Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-02 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[StarSilk's solution](#)

451.

1797A

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Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
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452.

1841A

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453.

1798A

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454.

1620A

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455.

1799A

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[StarSilk's solution](#)

456.

1800A

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[StarSilk's solution](#)

457.

1802A

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Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-03-13 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

458.

1804A

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Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

459.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,913 global accepts · Rating: 800 · first AC: 2023-04-02 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

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460.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[StarSilk's solution](#)

461.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,439 global accepts · Rating: 800 · first AC: 2023-03-18 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[StarSilk's solution](#)

462.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,705 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

463.

1807B

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Quality: 49,348 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

464.

1807C

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Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

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465.

1809A

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Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-24 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

466.

1810A

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Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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467.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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468.

1811A

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Quality: 34,624 global accepts · Rating: 800 · first AC: 2023-04-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[StarSilk's solution](#)

469.

1814A

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Quality: 51,428 global accepts · Rating: 800 · first AC: 2023-04-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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470.

1816A

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Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-12 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

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471.

1818A

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Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-01 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy,

implementation

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472.

1820A

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473.

1821A

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Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

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474.

1822A

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[StarSilk's solution](#)

475.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-24 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[StarSilk's solution](#)

476.

1822C

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Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-04-24 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: math

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477.

1823A

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Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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478.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

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[StarSilk's solution](#)

479.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2023-05-15 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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480.

1829A

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Quality: 70,690 global accepts · Rating: 800 · first AC: 2023-05-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

481.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,010 global accepts · Rating: 800 · first AC: 2023-05-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[StarSilk's solution](#)

482.

1829C

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Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation
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483.

1831A

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484.

1832A

[New Palindrome](#) · [Tutorial](#)

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485.

1833A

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486.

1833C

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487.

1837A

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488.

1838A

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489.

1839A

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Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
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490.

1840A

[Cipher Shifer](#) · [Tutorial](#)

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491.

1608A

[Find Array](#) · [Tutorial](#)

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[StarSilk's solution](#)

492.

1729B

[Decode String](#) · [Tutorial](#)

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[StarSilk's solution](#)

493.

1729A

[Two Elevators](#) · [Tutorial](#)

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[StarSilk's solution](#)

494.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[StarSilk's solution](#)

495.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

496.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[StarSilk's solution](#)

497.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

498.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,031 global accepts · Rating: 800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
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499.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,681 global accepts · Rating: 800 · first AC: 2023-05-20 · PyPy 3-64 (first AC) · Tags: implementation
[StarSilk's solution](#)

500.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,915 global accepts · Rating: 800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: implementation
[StarSilk's solution](#)

501.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,436 global accepts · Rating: 800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings
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502.

1692A

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503.

1244A

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Quality: 20,067 global accepts · Rating: 800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: math

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504.

1621A

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505.

1626A

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[StarSilk's solution](#)

506.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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507.

1657B

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Quality: 23,609 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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508.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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509.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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510.

1661A

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511.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: strings

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512.

1654A

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Quality: 19,390 global accepts · Rating: 800 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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513.

1706A

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greedy, string suffix structures, strings

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514.

1665A

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515.

1637A

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516.

1670A

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517.

1635B

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Quality: 18,474 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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518.

1635A

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Quality: 25,897 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

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519.

1691A

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520.

1689A

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521.

1721A

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Quality: 28,309 global accepts · Rating: 800 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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522.

1713A

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523.

1740B

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[StarSilk's solution](#)

524.

1740A

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[StarSilk's solution](#)

525.

1696A

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526.

1672B

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Quality: 16,467 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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527.

1672A

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528.

1748A

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529.

1728B

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530.

1728A

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[StarSilk's solution](#)

531.

1741B

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Quality: 26,761 global accepts · Rating: 800 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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532.

1741A

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Quality: 33,801 global accepts · Rating: 800 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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533.

1744B

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534.

1744A

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Quality: 28,776 global accepts · Rating: 800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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535.

1754A

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[StarSilk's solution](#)

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1754B

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1760C

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Quality: 43,816 global accepts · Rating: 800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

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538.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,663 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

539.

1759B

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[StarSilk's solution](#)

540.

1749A

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Quality: 23,302 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

541.

1747A

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542.

1690A

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543.

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

544.

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[StarSilk's solution](#)

545.

1766A

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546.

1774A

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547.

1767B

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548.

1767A

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549.

1762A

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550.

1760B

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551.

1760A

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552.

1676C

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553.

1676B

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554.

1676A

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555.

1782A

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556.

1552A

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557.

1775A1

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558.

1768A

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559.

1731A

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560.

1763A

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Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[StarSilk's solution](#)

561.

1772B

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Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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562.

1772A

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Quality: 60,416 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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563.

1773F

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Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

564.

1758A

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Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-28 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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565.

1764A

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Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

566.

1761A

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Quality: 36,587 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[StarSilk's solution](#)

567.

1750B

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Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[StarSilk's solution](#)

568.

1750A

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Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[StarSilk's solution](#)

569.

1743B

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[StarSilk's solution](#)

570.

1743A

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Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[StarSilk's solution](#)

571.

1736A

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[StarSilk's solution](#)

572.

1746B

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[StarSilk's solution](#)

573.

1746A

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Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

574.

1742A

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[StarSilk's solution](#)

575.

1742B

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Quality: 61,089 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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576.

1738A

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Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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577.

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

578.

1625A

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Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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579.

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[StarSilk's solution](#)

580.

1734B

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Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[StarSilk's solution](#)

581.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[StarSilk's solution](#)

582.

1700A

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583.

1733A

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Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[StarSilk's solution](#)

584.

1680B

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Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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585.

1680A

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Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[StarSilk's solution](#)

586.

1722C

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Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[StarSilk's solution](#)

587.

1722B

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Quality: 56,449 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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588.

1722A

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589.

1717A

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590.

1708A

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591.

1644B

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592.

1644A

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[StarSilk's solution](#)

593.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[StarSilk's solution](#)

594.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

595.

1714C

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Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

596.

1714B

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Quality: 33,773 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[StarSilk's solution](#)

597.

1704A

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

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

598.

1389A

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Quality: 49,871 global accepts · Rating: 800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[StarSilk's solution](#)

599.

1367A

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Quality: 67,703 global accepts · Rating: 800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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600.

1703C

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Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[StarSilk's solution](#)

601.

1703B

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Quality: 66,165 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[StarSilk's solution](#)

602.

1703A

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Quality: 97,225 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
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603.

1353B

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604.

1702B

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605.

1702A

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Quality: 38,176 global accepts · Rating: 800 · first AC: 2022-07-10 · GNU C11 (first AC) · Tags: constructive algorithms
[StarSilk's solution](#)

606.

1698A

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607.

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-07-09 · GNU C11 (first AC) · Tags: math, sortings
[StarSilk's solution](#)

608.

1649A

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Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-07-09 · GNU C11 (first AC) · Tags: implementation
[StarSilk's solution](#)

609.

2210B

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

Quality: 17,525 global accepts · Rating: 900 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[StarSilk's solution](#)

610.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,365 global accepts · Rating: 900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

611.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,699 global accepts · Rating: 900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[StarSilk's solution](#)

612.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,849 global accepts · Rating: 900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[StarSilk's solution](#)

613.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,973 global accepts · Rating: 900 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[StarSilk's solution](#)

614.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,581 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[StarSilk's solution](#)

615.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,110 global accepts · Rating: 900 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

616.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,849 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

617.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,097 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

618.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,051 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

619.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

620.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,334 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

621.

2140B

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

Quality: 22,129 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[StarSilk's solution](#)

622.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,460 global accepts · Rating: 900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[StarSilk's solution](#)

623.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,546 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

624.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

625.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,499 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

626.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

[StarSilk's solution](#)

627.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[StarSilk's solution](#)

628.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,462 global accepts · Rating: 900 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

629.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

630.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,486 global accepts · Rating: 900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarSilk's solution](#)

631.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

632.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[StarSilk's solution](#)

633.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[StarSilk's solution](#)

634.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

635.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,750 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

636.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[StarSilk's solution](#)

637.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

638.

2047B

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

Quality: 19,247 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[StarSilk's solution](#)

639.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[StarSilk's solution](#)

640.

1187A

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

Quality: 15,543 global accepts · Rating: 900 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

641.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,782 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[StarSilk's solution](#)

642.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[StarSilk's solution](#)

643.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[StarSilk's solution](#)

644.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[StarSilk's solution](#)

645.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[StarSilk's solution](#)

646.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[StarSilk's solution](#)

647.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[StarSilk's solution](#)

648.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[StarSilk's solution](#)

649.

2007B

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

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[StarSilk's solution](#)

650.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[StarSilk's solution](#)

651.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

652.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[StarSilk's solution](#)

653.

1992C

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

Quality: 33,256 global accepts · Rating: 900 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

654.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[StarSilk's solution](#)

655.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

656.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,403 global accepts · Rating: 900 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

657.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

658.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,529 global accepts · Rating: 900 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[StarSilk's solution](#)

659.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[StarSilk's solution](#)

660.

1971C

[Clock and Strings](#) · [Tutorial](#)

Quality: 41,572 global accepts · Rating: 900 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarSilk's solution](#)

661.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: games

[StarSilk's solution](#)

662.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 900 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[StarSilk's solution](#)

663.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,691 global accepts · Rating: 900 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

664.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,626 global accepts · Rating: 900 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

665.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

666.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

667.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

668.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,754 global accepts · Rating: 900 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[StarSilk's solution](#)

669.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,386 global accepts · Rating: 900 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[StarSilk's solution](#)

670.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

671.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[StarSilk's solution](#)

672.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,194 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[StarSilk's solution](#)

673.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

674.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
[StarSilk's solution](#)

675.

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,127 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[StarSilk's solution](#)

676.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math
[StarSilk's solution](#)

677.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[StarSilk's solution](#)

678.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

679.

1675B

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

Quality: 43,280 global accepts · Rating: 900 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

680.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[StarSilk's solution](#)

681.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,599 global accepts · Rating: 900 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

682.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[StarSilk's solution](#)

683.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,298 global accepts · Rating: 900 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[StarSilk's solution](#)

684.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[StarSilk's solution](#)

685.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

686.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[StarSilk's solution](#)

687.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

688.

1915D

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

Quality: 35,082 global accepts · Rating: 900 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[StarSilk's solution](#)

689.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[StarSilk's solution](#)

690.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,368 global accepts · Rating: 900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

691.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

692.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[StarSilk's solution](#)

693.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[StarSilk's solution](#)

694.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,164 global accepts · Rating: 900 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[StarSilk's solution](#)

695.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,666 global accepts · Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings

[StarSilk's solution](#)

696.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[StarSilk's solution](#)

697.

1875A

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

Quality: 46,987 global accepts · Rating: 900 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)

698.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,633 global accepts · Rating: 900 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[StarSilk's solution](#)

699.

1879B

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

Quality: 25,076 global accepts · Rating: 900 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

700.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,047 global accepts · Rating: 900 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

701.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,494 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

702.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[StarSilk's solution](#)

703.

1856B

[Good Arrays](#) · [Tutorial](#)

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

[StarSilk's solution](#)

704.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,828 global accepts · Rating: 900 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[StarSilk's solution](#)

705.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,913 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[StarSilk's solution](#)

706.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,795 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[StarSilk's solution](#)

707.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,472 global accepts · Rating: 900 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: strings

[StarSilk's solution](#)

708.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[StarSilk's solution](#)

709.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[StarSilk's solution](#)

710.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

711.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[StarSilk's solution](#)

712.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[StarSilk's solution](#)

713.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[StarSilk's solution](#)

714.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,136 global accepts · Rating: 900 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

715.

1777B

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Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

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716.

1779B

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Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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717.

1794B

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Quality: 39,858 global accepts · Rating: 900 · first AC: 2023-03-07 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

718.

1795B

[Ideal Point](#) · [Tutorial](#)

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719.

1613A

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Quality: 26,627 global accepts · Rating: 900 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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720.

1806B

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Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

721.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,751 global accepts · Rating: 900 · first AC: 2023-03-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[StarSilk's solution](#)

722.

1808A

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Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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723.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-05-01 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

724.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[StarSilk's solution](#)

725.

1828B

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Quality: 39,296 global accepts · Rating: 900 · first AC: 2023-05-15 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

726.

1833B

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

Quality: 29,619 global accepts · Rating: 900 · first AC: 2023-05-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[StarSilk's solution](#)

727.

1837B

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

Quality: 50,095 global accepts · Rating: 900 · first AC: 2023-05-25 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[StarSilk's solution](#)

728.

1609A

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Quality: 18,895 global accepts · Rating: 900 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[StarSilk's solution](#)

729.

1735B

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Quality: 19,318 global accepts · Rating: 900 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

730.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,020 global accepts · Rating: 900 · first AC: 2023-05-20 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[StarSilk's solution](#)

731.

1665B

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Quality: 32,892 global accepts · Rating: 900 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[StarSilk's solution](#)

732.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[StarSilk's solution](#)

733.

1696B

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Quality: 36,314 global accepts · Rating: 900 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[StarSilk's solution](#)

734.

1749B

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Quality: 22,581 global accepts · Rating: 900 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[StarSilk's solution](#)

735.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[StarSilk's solution](#)

736.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,534 global accepts · Rating: 900 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

737.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,298 global accepts · Rating: 900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[StarSilk's solution](#)

738.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

739.

1768B

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Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

740.

1758B

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Quality: 23,889 global accepts · Rating: 900 · first AC: 2022-11-28 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

741.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

742.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,080 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

743.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[StarSilk's solution](#)

744.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

745.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-07-09 · last AC: 2022-08-23 · GNU C11 (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

746.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[StarSilk's solution](#)

747.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

748.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

749.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

750.

2217B

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

Quality: 16,034 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

751.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

752.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,900 global accepts · Rating: 1000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[StarSilk's solution](#)

753.

2203B

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

Quality: 14,283 global accepts · Rating: 1000 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[StarSilk's solution](#)

754.

2192B

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

Quality: 14,543 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[StarSilk's solution](#)

755.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,416 global accepts · Rating: 1000 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

756.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

757.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[StarSilk's solution](#)

758.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

759.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[StarSilk's solution](#)

760.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,760 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[StarSilk's solution](#)

761.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,808 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

762.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[StarSilk's solution](#)

763.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,546 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

764.

2147B

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

Quality: 16,956 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

765.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,911 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[StarSilk's solution](#)

766.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

767.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,735 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[StarSilk's solution](#)

768.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,734 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

769.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

770.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,876 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[StarSilk's solution](#)

771.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,736 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[StarSilk's solution](#)

772.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

773.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[StarSilk's solution](#)

774.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[StarSilk's solution](#)

775.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[StarSilk's solution](#)

776.

2093C

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

Quality: 30,842 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

777.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,814 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[StarSilk's solution](#)

778.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,831 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

779.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation
[StarSilk's solution](#)

780.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,588 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[StarSilk's solution](#)

781.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[StarSilk's solution](#)

782.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,573 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[StarSilk's solution](#)

783.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[StarSilk's solution](#)

784.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

785.

2051C

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

Quality: 28,009 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[StarSilk's solution](#)

786.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[StarSilk's solution](#)

787.

2034B

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Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[StarSilk's solution](#)

788.

2039B

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Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[StarSilk's solution](#)

789.

2037C

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Quality: 25,528 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[StarSilk's solution](#)

790.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[StarSilk's solution](#)

791.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

792.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[StarSilk's solution](#)

793.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

794.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)

795.

2000C

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

Quality: 31,424 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[StarSilk's solution](#)

796.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[StarSilk's solution](#)

797.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

798.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[StarSilk's solution](#)

799.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

800.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,742 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[StarSilk's solution](#)

801.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

802.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math

[StarSilk's solution](#)

803.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[StarSilk's solution](#)

804.

1986B

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Quality: 30,130 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[StarSilk's solution](#)

805.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,104 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[StarSilk's solution](#)

806.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[StarSilk's solution](#)

807.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[StarSilk's solution](#)

808.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

809.

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[StarSilk's solution](#)

810.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

811.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[StarSilk's solution](#)

812.

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[StarSilk's solution](#)

813.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[StarSilk's solution](#)

814.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[StarSilk's solution](#)

815.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 1000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[StarSilk's solution](#)

816.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,263 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[StarSilk's solution](#)

817.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,836 global accepts · Rating: 1000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: math
[StarSilk's solution](#)

818.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[StarSilk's solution](#)

819.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

820.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[StarSilk's solution](#)

821.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,977 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[StarSilk's solution](#)

822.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[StarSilk's solution](#)

823.

1419D1

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

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[StarSilk's solution](#)

824.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[StarSilk's solution](#)

825.

1438B

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

Quality: 29,062 global accepts · Rating: 1000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[StarSilk's solution](#)

826.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
[StarSilk's solution](#)

827.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[StarSilk's solution](#)

828.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,882 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[StarSilk's solution](#)

829.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[StarSilk's solution](#)

830.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,050 global accepts · Rating: 1000 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[StarSilk's solution](#)

831.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[StarSilk's solution](#)

832.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[StarSilk's solution](#)

833.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory
[StarSilk's solution](#)

834.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: math
[StarSilk's solution](#)

835.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[StarSilk's solution](#)

836.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings
[StarSilk's solution](#)

837.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[StarSilk's solution](#)

838.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,232 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: strings
[StarSilk's solution](#)

839.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

840.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings
[StarSilk's solution](#)

841.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[StarSilk's solution](#)

842.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[StarSilk's solution](#)

843.

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[StarSilk's solution](#)

844.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[StarSilk's solution](#)

845.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

846.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,602 global accepts · Rating: 1000 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

847.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

848.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,155 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[StarSilk's solution](#)

849.

1725B

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

Quality: 28,262 global accepts · Rating: 1000 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[StarSilk's solution](#)

850.

1876A

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

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

851.

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[StarSilk's solution](#)

852.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[StarSilk's solution](#)

853.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[StarSilk's solution](#)

854.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[StarSilk's solution](#)

855.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[StarSilk's solution](#)

856.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[StarSilk's solution](#)

857.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[StarSilk's solution](#)

858.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[StarSilk's solution](#)

859.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

860.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,364 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[StarSilk's solution](#)

861.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

862.

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
[StarSilk's solution](#)

863.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[StarSilk's solution](#)

864.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[StarSilk's solution](#)

865.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[StarSilk's solution](#)

866.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

867.

1781B

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

Quality: 14,756 global accepts · Rating: 1000 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[StarSilk's solution](#)

868.

1784A

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

Quality: 17,136 global accepts · Rating: 1000 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[StarSilk's solution](#)

869.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-02-23 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[StarSilk's solution](#)

870.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,261 global accepts · Rating: 1000 · first AC: 2023-02-03 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[StarSilk's solution](#)

871.

1796B

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

Quality: 18,313 global accepts · Rating: 1000 · first AC: 2023-03-02 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[StarSilk's solution](#)

872.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[StarSilk's solution](#)

873.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-26 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[StarSilk's solution](#)

874.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[StarSilk's solution](#)

875.

1620B

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

Quality: 31,469 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[StarSilk's solution](#)

876.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[StarSilk's solution](#)

877.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[StarSilk's solution](#)

878.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-13 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[StarSilk's solution](#)

879.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

880.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,345 global accepts · Rating: 1000 · first AC: 2023-03-24 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[StarSilk's solution](#)

881.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

882.

1816B

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

Quality: 16,688 global accepts · Rating: 1000 · first AC: 2023-04-12 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

883.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-09 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

884.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,164 global accepts · Rating: 1000 · first AC: 2023-05-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[StarSilk's solution](#)

885.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,050 global accepts · Rating: 1000 · first AC: 2023-06-01 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

886.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-25 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

887.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,561 global accepts · Rating: 1000 · first AC: 2023-06-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[StarSilk's solution](#)

888.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[StarSilk's solution](#)

889.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[StarSilk's solution](#)

890.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

891.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,950 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

892.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

893.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[StarSilk's solution](#)

894.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

895.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[StarSilk's solution](#)

896.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,086 global accepts · Rating: 1000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[StarSilk's solution](#)

897.

1760D

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

Quality: 27,011 global accepts · Rating: 1000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[StarSilk's solution](#)

898.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

899.

1769B1

[Aes>T068D>C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[StarSilk's solution](#)

900.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

901.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

902.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[StarSilk's solution](#)

903.

1782B

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

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

[StarSilk's solution](#)

904.

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

[StarSilk's solution](#)

905.

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

[StarSilk's solution](#)

906.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

907.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,776 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

908.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarSilk's solution](#)

909.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[StarSilk's solution](#)

910.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

911.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[StarSilk's solution](#)

912.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · GNU C11 (first AC) · Tags: greedy

[StarSilk's solution](#)

913.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-07-09 · GNU C11 (first AC) · Tags: games, greedy

[StarSilk's solution](#)

914.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,391 global accepts · Rating: 1100 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[StarSilk's solution](#)

915.

2211B

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

Quality: 11,612 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[StarSilk's solution](#)

916.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[StarSilk's solution](#)

917.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,521 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

918.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,569 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[StarSilk's solution](#)

919.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,677 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[StarSilk's solution](#)

920.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,852 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[StarSilk's solution](#)

921.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,098 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

922.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

923.

2179C

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

Quality: 22,296 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[StarSilk's solution](#)

924.

2173B

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

Quality: 18,123 global accepts · Rating: 1100 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

925.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,238 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[StarSilk's solution](#)

926.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

927.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,322 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[StarSilk's solution](#)

928.

2160B

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

Quality: 17,760 global accepts · Rating: 1100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

929.

2155B

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

Quality: 16,987 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[StarSilk's solution](#)

930.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

931.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,908 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[StarSilk's solution](#)

932.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,615 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

933.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,394 global accepts · Rating: 1100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

934.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[StarSilk's solution](#)

935.

2125C

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

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[StarSilk's solution](#)

936.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

937.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

938.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,114 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)

939.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[StarSilk's solution](#)

940.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[StarSilk's solution](#)

941.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,801 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[StarSilk's solution](#)

942.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[StarSilk's solution](#)

943.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[StarSilk's solution](#)

944.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

945.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[StarSilk's solution](#)

946.

505A

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[StarSilk's solution](#)

947.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,858 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[StarSilk's solution](#)

948.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[StarSilk's solution](#)

949.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[StarSilk's solution](#)

950.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[StarSilk's solution](#)

951.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[StarSilk's solution](#)

952.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1100 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[StarSilk's solution](#)

953.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[StarSilk's solution](#)

954.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[StarSilk's solution](#)

955.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[StarSilk's solution](#)

956.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[StarSilk's solution](#)

957.

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

[StarSilk's solution](#)

958.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,196 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

959.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

960.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

961.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[StarSilk's solution](#)

962.

2029B

[Replacement](#) · [Tutorial](#)

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

[StarSilk's solution](#)

963.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[StarSilk's solution](#)

964.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

965.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

966.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)

967.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

968.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,041 global accepts · Rating: 1100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[StarSilk's solution](#)

969.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

970.

2030C

[A TRUE Battle](#) · [Tutorial](#)

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

[StarSilk's solution](#)

971.

2025B

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

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

972.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,456 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[StarSilk's solution](#)

973.

2009C

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

Quality: 33,009 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

974.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,446 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[StarSilk's solution](#)

975.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[StarSilk's solution](#)

976.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,670 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[StarSilk's solution](#)

977.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

978.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,431 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[StarSilk's solution](#)

979.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[StarSilk's solution](#)

980.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[StarSilk's solution](#)

981.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[StarSilk's solution](#)

982.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[StarSilk's solution](#)

983.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

984.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[StarSilk's solution](#)

985.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

986.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[StarSilk's solution](#)

987.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

988.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[StarSilk's solution](#)

989.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[StarSilk's solution](#)

990.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[StarSilk's solution](#)

991.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[StarSilk's solution](#)

992.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[StarSilk's solution](#)

993.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,552 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[StarSilk's solution](#)

994.

1366A

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

Quality: 32,996 global accepts · Rating: 1100 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[StarSilk's solution](#)

995.

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[StarSilk's solution](#)

996.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[StarSilk's solution](#)

997.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

998.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

999.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

1000.

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, number theory

[StarSilk's solution](#)

1001.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

1002.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[StarSilk's solution](#)

1003.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[StarSilk's solution](#)

1004.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[StarSilk's solution](#)

1005.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[StarSilk's solution](#)

1006.

1933C

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

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math,

number theory

[StarSilk's solution](#)

1007.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1008.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[StarSilk's solution](#)

1009.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

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1010.

1455C

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Quality: 20,444 global accepts · Rating: 1100 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math

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1011.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

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1012.

1675C

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Quality: 19,291 global accepts · Rating: 1100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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1013.

1492B

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Quality: 20,396 global accepts · Rating: 1100 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

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1014.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,806 global accepts · Rating: 1100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees

[StarSilk's solution](#)

1015.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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1016.

1921D

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Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

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1017.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings
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1018.

1917B

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Quality: 36,349 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
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1019.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,527 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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1020.

1905B

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Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
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1021.

1904B

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[StarSilk's solution](#)

1022.

1902B

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Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
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1023.

1901B

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Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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1024.

1673B

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Quality: 21,767 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[StarSilk's solution](#)

1025.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,857 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
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1026.

1899B

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Quality: 33,346 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[StarSilk's solution](#)

1027.

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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1028.

1891B

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Quality: 29,010 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
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1029.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
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1030.

1557B

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Quality: 24,611 global accepts · Rating: 1100 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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1031.

1873E

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

Quality: 43,454 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
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1032.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,716 global accepts · Rating: 1100 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, shortest paths, sortings
[StarSilk's solution](#)

1033.

1867B

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Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
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1034.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,380 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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1035.

1863C

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Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

1036.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[StarSilk's solution](#)

1037.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[StarSilk's solution](#)

1038.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[StarSilk's solution](#)

1039.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[StarSilk's solution](#)

1040.

1857B

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Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

1041.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[StarSilk's solution](#)

1042.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[StarSilk's solution](#)

1043.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[StarSilk's solution](#)

1044.

1850E

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

Quality: 34,994 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[StarSilk's solution](#)

1045.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

1046.

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[StarSilk's solution](#)

1047.

1836B

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Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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1048.

1610B

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Quality: 23,382 global accepts · Rating: 1100 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[StarSilk's solution](#)

1049.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,972 global accepts · Rating: 1100 · first AC: 2023-01-26 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[StarSilk's solution](#)

1050.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

1051.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[StarSilk's solution](#)

1052.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

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1053.

1791E

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

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2023-02-03 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[StarSilk's solution](#)

1054.

1791G1

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Quality: 33,916 global accepts · Rating: 1100 · first AC: 2023-02-03 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1055.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

1056.

1797B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-04-08 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1057.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,085 global accepts · Rating: 1100 · first AC: 2023-03-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

1058.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2023-03-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[StarSilk's solution](#)

1059.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 1100 · first AC: 2023-03-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[StarSilk's solution](#)

1060.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1061.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2023-04-17 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[StarSilk's solution](#)

1062.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,323 global accepts · Rating: 1100 · first AC: 2023-04-20 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)

1063.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,154 global accepts · Rating: 1100 · first AC: 2023-05-05 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1064.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[StarSilk's solution](#)

1065.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,626 global accepts · Rating: 1100 · first AC: 2023-05-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

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1066.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,485 global accepts · Rating: 1100 · first AC: 2023-05-12 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[StarSilk's solution](#)

1067.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

1068.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1069.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,721 global accepts · Rating: 1100 · first AC: 2023-06-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[StarSilk's solution](#)

1070.

1609B

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Quality: 12,147 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

1071.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[StarSilk's solution](#)

1072.

1638B

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Quality: 22,546 global accepts · Rating: 1100 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[StarSilk's solution](#)

1073.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

1074.

1626B

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Quality: 23,935 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[StarSilk's solution](#)

1075.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

1076.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[StarSilk's solution](#)

1077.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[StarSilk's solution](#)

1078.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[StarSilk's solution](#)

1079.

1762B

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Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[StarSilk's solution](#)

1080.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[StarSilk's solution](#)

1081.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
[StarSilk's solution](#)

1082.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths
[StarSilk's solution](#)

1083.

1726B

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Quality: 16,847 global accepts · Rating: 1100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[StarSilk's solution](#)

1084.

1760E

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Quality: 23,006 global accepts · Rating: 1100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[StarSilk's solution](#)

1085.

1676E

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Quality: 33,066 global accepts · Rating: 1100 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[StarSilk's solution](#)

1086.

1731B

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1087.

1743C

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Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
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1088.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
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1089.

1739B

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Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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1090.

1625B

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1091.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[StarSilk's solution](#)

1092.

1722D

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Quality: 26,553 global accepts · Rating: 1100 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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1093.

1717B

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Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
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1094.

1708B

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Quality: 28,407 global accepts · Rating: 1100 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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1095.

1712C

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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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1096.

1360C

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[StarSilk's solution](#)

1097.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[StarSilk's solution](#)

1098.

1702C

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Quality: 25,119 global accepts · Rating: 1100 · first AC: 2022-07-10 · GNU C11 (first AC) · Tags: data structures, greedy

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1099.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,048 global accepts · Rating: 1200 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[StarSilk's solution](#)

1100.

2210C1

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

Quality: 12,783 global accepts · Rating: 1200 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[StarSilk's solution](#)

1101.

2196A

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

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[StarSilk's solution](#)

1102.

2189B

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

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

1103.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[StarSilk's solution](#)

1104.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[StarSilk's solution](#)

1105.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[StarSilk's solution](#)

1106.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,600 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

1107.

2174A

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

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[StarSilk's solution](#)

1108.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,946 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math

[StarSilk's solution](#)

1109.

2170B

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

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1110.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 1200 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

1111.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[StarSilk's solution](#)

1112.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[StarSilk's solution](#)

1113.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,060 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[StarSilk's solution](#)

1114.

2137D

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

Quality: 19,544 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

1115.

2135A

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

Quality: 18,328 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[StarSilk's solution](#)

1116.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1117.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,011 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[StarSilk's solution](#)

1118.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[StarSilk's solution](#)

1119.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[StarSilk's solution](#)

1120.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

1121.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

1122.

2118B

[Make It Permutation](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

1123.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[StarSilk's solution](#)

1124.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

1125.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[StarSilk's solution](#)

1126.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[StarSilk's solution](#)

1127.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,564 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[StarSilk's solution](#)

1128.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

1129.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[StarSilk's solution](#)

1130.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[StarSilk's solution](#)

1131.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,573 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[StarSilk's solution](#)

1132.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[StarSilk's solution](#)

1133.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[StarSilk's solution](#)

1134.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,628 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1135.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

1136.

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

[StarSilk's solution](#)

1137.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[StarSilk's solution](#)

1138.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,916 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[StarSilk's solution](#)

1139.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[StarSilk's solution](#)

1140.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1141.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

1142.

2050C

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

Quality: 24,998 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[StarSilk's solution](#)

1143.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1144.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

1145.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[StarSilk's solution](#)

1146.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[StarSilk's solution](#)

1147.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

1148.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,672 global accepts · Rating: 1200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[StarSilk's solution](#)

1149.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[StarSilk's solution](#)

1150.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

1151.

2020B

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

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[StarSilk's solution](#)

1152.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

1153.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[StarSilk's solution](#)

1154.

2003C

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

Quality: 21,660 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[StarSilk's solution](#)

1155.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[StarSilk's solution](#)

1156.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[StarSilk's solution](#)

1157.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[StarSilk's solution](#)

1158.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,026 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[StarSilk's solution](#)

1159.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1160.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[StarSilk's solution](#)

1161.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

1162.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

1163.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[StarSilk's solution](#)

1164.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[StarSilk's solution](#)

1165.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[StarSilk's solution](#)

1166.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[StarSilk's solution](#)

1167.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[StarSilk's solution](#)

1168.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[StarSilk's solution](#)

1169.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

1170.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[StarSilk's solution](#)

1171.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1172.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[StarSilk's solution](#)

1173.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[StarSilk's solution](#)

1174.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[StarSilk's solution](#)

1175.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[StarSilk's solution](#)

1176.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

1177.

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
[StarSilk's solution](#)

1178.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

1179.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

1180.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[StarSilk's solution](#)

1181.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,520 global accepts · Rating: 1200 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[StarSilk's solution](#)

1182.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[StarSilk's solution](#)

1183.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[StarSilk's solution](#)

1184.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[StarSilk's solution](#)

1185.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

1186.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation

[StarSilk's solution](#)

1187.

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

1188.

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[StarSilk's solution](#)

1189.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[StarSilk's solution](#)

1190.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[StarSilk's solution](#)

1191.

1926C

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

Quality: 32,744 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[StarSilk's solution](#)

1192.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[StarSilk's solution](#)

1193.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[StarSilk's solution](#)

1194.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

1195.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[StarSilk's solution](#)

1196.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, implementation
[StarSilk's solution](#)

1197.

1527B1

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

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[StarSilk's solution](#)

1198.

1922B

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

Quality: 23,375 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[StarSilk's solution](#)

1199.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[StarSilk's solution](#)

1200.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[StarSilk's solution](#)

1201.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings
[StarSilk's solution](#)

1202.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[StarSilk's solution](#)

1203.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[StarSilk's solution](#)

1204.

1909B

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

Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[StarSilk's solution](#)

1205.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,079 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[StarSilk's solution](#)

1206.

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[StarSilk's solution](#)

1207.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[StarSilk's solution](#)

1208.

1679B

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

Quality: 27,427 global accepts · Rating: 1200 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[StarSilk's solution](#)

1209.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[StarSilk's solution](#)

1210.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,254 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

1211.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[StarSilk's solution](#)

1212.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1213.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[StarSilk's solution](#)

1214.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,458 global accepts · Rating: 1200 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1215.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[StarSilk's solution](#)

1216.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[StarSilk's solution](#)

1217.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,819 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[StarSilk's solution](#)

1218.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[StarSilk's solution](#)

1219.

1859C

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

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[StarSilk's solution](#)

1220.

1857C

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

Quality: 41,745 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1221.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings

[StarSilk's solution](#)

1222.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[StarSilk's solution](#)

1223.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[StarSilk's solution](#)

1224.

1586B

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

Rating: 1200 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[StarSilk's solution](#)

1225.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,397 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[StarSilk's solution](#)

1226.

1846D

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

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[StarSilk's solution](#)

1227.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[StarSilk's solution](#)

1228.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[StarSilk's solution](#)

1229.

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[StarSilk's solution](#)

1230.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,556 global accepts · Rating: 1200 · first AC: 2023-02-23 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[StarSilk's solution](#)

1231.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1200 · first AC: 2023-01-24 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1232.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,093 global accepts · Rating: 1200 · first AC: 2023-02-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[StarSilk's solution](#)

1233.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 1200 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[StarSilk's solution](#)

1234.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[StarSilk's solution](#)

1235.

1800D

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

Quality: 29,342 global accepts · Rating: 1200 · first AC: 2023-03-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[StarSilk's solution](#)

1236.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,663 global accepts · Rating: 1200 · first AC: 2023-03-29 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[StarSilk's solution](#)

1237.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

1238.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2023-05-05 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[StarSilk's solution](#)

1239.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,389 global accepts · Rating: 1200 · first AC: 2023-05-12 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

1240.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1241.

1729D

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

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[StarSilk's solution](#)

1242.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[StarSilk's solution](#)

1243.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,276 global accepts · Rating: 1200 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers

[StarSilk's solution](#)

1244.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[StarSilk's solution](#)

1245.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

1246.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

1247.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

1248.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

1249.

1635C

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

Quality: 25,125 global accepts · Rating: 1200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1250.

1713C

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

Quality: 18,872 global accepts · Rating: 1200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[StarSilk's solution](#)

1251.

1744D

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

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[StarSilk's solution](#)

1252.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: games

[StarSilk's solution](#)

1253.

1769C1

[A Good CD](#) · [Tutorial](#)

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[StarSilk's solution](#)

1254.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data

structures, implementation, math, sortings

[StarSilk's solution](#)

1255.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,253 global accepts · Rating: 1200 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1256.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,616 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[StarSilk's solution](#)

1257.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[StarSilk's solution](#)

1258.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[StarSilk's solution](#)

1259.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,626 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1260.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[StarSilk's solution](#)

1261.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2022-07-10 · last AC: 2022-07-26 · GNU C11 (first AC) · Tags: binary search, brute force, greedy, sortings

[StarSilk's solution](#)

1262.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[StarSilk's solution](#)

1263.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

1264.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[StarSilk's solution](#)

1265.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,416 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[StarSilk's solution](#)

1266.

2211C1

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

Quality: 9,099 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[StarSilk's solution](#)

1267.

2208C

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

Quality: 11,081 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

1268.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[StarSilk's solution](#)

1269.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1270.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[StarSilk's solution](#)

1271.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[StarSilk's solution](#)

1272.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,653 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

1273.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,199 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

[StarSilk's solution](#)

1274.

2189C1

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

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[StarSilk's solution](#)

1275.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,510 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[StarSilk's solution](#)

1276.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

1277.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[StarSilk's solution](#)

1278.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1279.

2170C

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

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[StarSilk's solution](#)

1280.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[StarSilk's solution](#)

1281.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,105 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1282.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[StarSilk's solution](#)

1283.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[StarSilk's solution](#)

1284.

2145C

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

Quality: 15,399 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[StarSilk's solution](#)

1285.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[StarSilk's solution](#)

1286.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[StarSilk's solution](#)

1287.

2146C

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

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[StarSilk's solution](#)

1288.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[StarSilk's solution](#)

1289.

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

1290.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[StarSilk's solution](#)

1291.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[StarSilk's solution](#)

1292.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[StarSilk's solution](#)

1293.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[StarSilk's solution](#)

1294.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[StarSilk's solution](#)

1295.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,204 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[StarSilk's solution](#)

1296.

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[StarSilk's solution](#)

1297.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[StarSilk's solution](#)

1298.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[StarSilk's solution](#)

1299.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

1300.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[StarSilk's solution](#)

1301.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[StarSilk's solution](#)

1302.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[StarSilk's solution](#)

1303.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[StarSilk's solution](#)

1304.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1305.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

1306.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[StarSilk's solution](#)

1307.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[StarSilk's solution](#)

1308.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[StarSilk's solution](#)

1309.

2059B

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

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

1310.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[StarSilk's solution](#)

1311.

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation, strings
[StarSilk's solution](#)

1312.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
[StarSilk's solution](#)

1313.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory
[StarSilk's solution](#)

1314.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings
[StarSilk's solution](#)

1315.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, strings
[StarSilk's solution](#)

1316.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[StarSilk's solution](#)

1317.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,745 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[StarSilk's solution](#)

1318.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[StarSilk's solution](#)

1319.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[StarSilk's solution](#)

1320.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[StarSilk's solution](#)

1321.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[StarSilk's solution](#)

1322.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[StarSilk's solution](#)

1323.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[StarSilk's solution](#)

1324.

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

[StarSilk's solution](#)

1325.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1326.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[StarSilk's solution](#)

1327.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[StarSilk's solution](#)

1328.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers
[StarSilk's solution](#)

1329.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, strings
[StarSilk's solution](#)

1330.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[StarSilk's solution](#)

1331.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[StarSilk's solution](#)

1332.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[StarSilk's solution](#)

1333.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[StarSilk's solution](#)

1334.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[StarSilk's solution](#)

1335.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[StarSilk's solution](#)

1336.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[StarSilk's solution](#)

1337.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1338.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[StarSilk's solution](#)

1339.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[StarSilk's solution](#)

1340.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

1341.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[StarSilk's solution](#)

1342.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1343.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[StarSilk's solution](#)

1344.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,951 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[StarSilk's solution](#)

1345.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[StarSilk's solution](#)

1346.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[StarSilk's solution](#)

1347.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[StarSilk's solution](#)

1348.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[StarSilk's solution](#)

1349.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[StarSilk's solution](#)

1350.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,497 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

1351.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1352.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[StarSilk's solution](#)

1353.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[StarSilk's solution](#)

1354.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

1355.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[StarSilk's solution](#)

1356.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[StarSilk's solution](#)

1357.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

1358.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[StarSilk's solution](#)

1359.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[StarSilk's solution](#)

1360.

1926D

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

Quality: 18,370 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[StarSilk's solution](#)

1361.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

1362.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[StarSilk's solution](#)

1363.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

1364.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,171 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[StarSilk's solution](#)

1365.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[StarSilk's solution](#)

1366.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[StarSilk's solution](#)

1367.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[StarSilk's solution](#)

1368.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[StarSilk's solution](#)

1369.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[StarSilk's solution](#)

1370.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[StarSilk's solution](#)

1371.

1902C

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

Quality: 16,975 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[StarSilk's solution](#)

1372.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[StarSilk's solution](#)

1373.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[StarSilk's solution](#)

1374.

1900C

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

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[StarSilk's solution](#)

1375.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[StarSilk's solution](#)

1376.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,271 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[StarSilk's solution](#)

1377.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[StarSilk's solution](#)

1378.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[StarSilk's solution](#)

1379.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarSilk's solution](#)

1380.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarSilk's solution](#)

1381.

1881D

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

Quality: 28,427 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1382.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[StarSilk's solution](#)

1383.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

1384.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[StarSilk's solution](#)

1385.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[StarSilk's solution](#)

1386.

1879C

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

Quality: 27,106 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[StarSilk's solution](#)

1387.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[StarSilk's solution](#)

1388.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[StarSilk's solution](#)

1389.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[StarSilk's solution](#)

1390.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[StarSilk's solution](#)

1391.

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

[StarSilk's solution](#)

1392.

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

[StarSilk's solution](#)

1393.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[StarSilk's solution](#)

1394.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[StarSilk's solution](#)

1395.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[StarSilk's solution](#)

1396.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[StarSilk's solution](#)

1397.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

1398.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[StarSilk's solution](#)

1399.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

1400.

1850F

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

Quality: 24,584 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[StarSilk's solution](#)

1401.

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

[StarSilk's solution](#)

1402.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[StarSilk's solution](#)

1403.

1846E1

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

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[StarSilk's solution](#)

1404.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,803 global accepts · Rating: 1300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[StarSilk's solution](#)

1405.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[StarSilk's solution](#)

1406.

1585C

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

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

1407.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-24 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[StarSilk's solution](#)

1408.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

1409.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-06 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[StarSilk's solution](#)

1410.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[StarSilk's solution](#)

1411.

1794C

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

Quality: 22,082 global accepts · Rating: 1300 · first AC: 2023-03-07 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[StarSilk's solution](#)

1412.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,771 global accepts · Rating: 1300 · first AC: 2023-03-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive
[StarSilk's solution](#)

1413.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[StarSilk's solution](#)

1414.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[StarSilk's solution](#)

1415.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[StarSilk's solution](#)

1416.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[StarSilk's solution](#)

1417.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[StarSilk's solution](#)

1418.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[StarSilk's solution](#)

1419.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,846 global accepts · Rating: 1300 · first AC: 2023-05-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[StarSilk's solution](#)

1420.

1839C

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

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

1421.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[StarSilk's solution](#)

1422.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[StarSilk's solution](#)

1423.

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1424.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,145 global accepts · Rating: 1300 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: brute force, math

[StarSilk's solution](#)

1425.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[StarSilk's solution](#)

1426.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[StarSilk's solution](#)

1427.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

1428.

1741D

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

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[StarSilk's solution](#)

1429.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[StarSilk's solution](#)

1430.

1769C2

[Aö>00:0 CDS:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[StarSilk's solution](#)

1431.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[StarSilk's solution](#)

1432.

1676G

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

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[StarSilk's solution](#)

1433.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[StarSilk's solution](#)

1434.

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[StarSilk's solution](#)

1435.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[StarSilk's solution](#)

1436.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[StarSilk's solution](#)

1437.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-12-03 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[StarSilk's solution](#)

1438.

1736C1

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

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[StarSilk's solution](#)

1439.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

1440.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[StarSilk's solution](#)

1441.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[StarSilk's solution](#)

1442.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

1443.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

1444.

1008C

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

Rating: 1300 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

1445.

1703F

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

Quality: 30,047 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[StarSilk's solution](#)

1446.

1649B

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

Quality: 13,958 global accepts · Rating: 1300 · first AC: 2022-07-09 · GNU C11 (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

1447.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[StarSilk's solution](#)

1448.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[StarSilk's solution](#)

1449.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[StarSilk's solution](#)

1450.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[StarSilk's solution](#)

1451.

2173C

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

Quality: 12,378 global accepts · Rating: 1400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[StarSilk's solution](#)

1452.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[StarSilk's solution](#)

1453.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

1454.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,575 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[StarSilk's solution](#)

1455.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,840 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[StarSilk's solution](#)

1456.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[StarSilk's solution](#)

1457.

2156C

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

Quality: 12,280 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[StarSilk's solution](#)

1458.

2154C1

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

Quality: 13,539 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[StarSilk's solution](#)

1459.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[StarSilk's solution](#)

1460.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[StarSilk's solution](#)

1461.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1400 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

1462.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,793 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[StarSilk's solution](#)

1463.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[StarSilk's solution](#)

1464.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[StarSilk's solution](#)

1465.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,115 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)

1466.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,321 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[StarSilk's solution](#)

1467.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,012 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1468.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[StarSilk's solution](#)

1469.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[StarSilk's solution](#)

1470.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[StarSilk's solution](#)

1471.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,005 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

1472.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[StarSilk's solution](#)

1473.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1474.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,885 global accepts · Rating: 1400 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[StarSilk's solution](#)

1475.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[StarSilk's solution](#)

1476.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[StarSilk's solution](#)

1477.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[StarSilk's solution](#)

1478.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[StarSilk's solution](#)

1479.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[StarSilk's solution](#)

1480.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[StarSilk's solution](#)

1481.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[StarSilk's solution](#)

1482.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[StarSilk's solution](#)

1483.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[StarSilk's solution](#)

1484.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[StarSilk's solution](#)

1485.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[StarSilk's solution](#)

1486.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[StarSilk's solution](#)

1487.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[StarSilk's solution](#)

1488.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[StarSilk's solution](#)

1489.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[StarSilk's solution](#)

1490.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[StarSilk's solution](#)

1491.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[StarSilk's solution](#)

1492.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[StarSilk's solution](#)

1493.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[StarSilk's solution](#)

1494.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

1495.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[StarSilk's solution](#)

1496.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[StarSilk's solution](#)

1497.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[StarSilk's solution](#)

1498.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[StarSilk's solution](#)

1499.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[StarSilk's solution](#)

1500.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[StarSilk's solution](#)

1501.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[StarSilk's solution](#)

1502.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

1503.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[StarSilk's solution](#)

1504.

2000E

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

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[StarSilk's solution](#)

1505.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp
[StarSilk's solution](#)

1506.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 1400 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[StarSilk's solution](#)

1507.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

1508.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[StarSilk's solution](#)

1509.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

1510.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[StarSilk's solution](#)

1511.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

1512.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

1513.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[StarSilk's solution](#)

1514.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[StarSilk's solution](#)

1515.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[StarSilk's solution](#)

1516.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1517.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[StarSilk's solution](#)

1518.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[StarSilk's solution](#)

1519.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[StarSilk's solution](#)

1520.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[StarSilk's solution](#)

1521.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

1522.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[StarSilk's solution](#)

1523.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[StarSilk's solution](#)

1524.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[StarSilk's solution](#)

1525.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarSilk's solution](#)

1526.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[StarSilk's solution](#)

1527.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[StarSilk's solution](#)

1528.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[StarSilk's solution](#)

1529.

1354C1

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

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search

[StarSilk's solution](#)

1530.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[StarSilk's solution](#)

1531.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

1532.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[StarSilk's solution](#)

1533.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,704 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[StarSilk's solution](#)

1534.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[StarSilk's solution](#)

1535.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[StarSilk's solution](#)

1536.

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

[StarSilk's solution](#)

1537.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[StarSilk's solution](#)

1538.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[StarSilk's solution](#)

1539.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[StarSilk's solution](#)

1540.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1541.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[StarSilk's solution](#)

1542.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[StarSilk's solution](#)

1543.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

1544.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,927 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[StarSilk's solution](#)

1545.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[StarSilk's solution](#)

1546.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[StarSilk's solution](#)

1547.

1931E

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

Quality: 25,724 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[StarSilk's solution](#)

1548.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[StarSilk's solution](#)

1549.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[StarSilk's solution](#)

1550.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[StarSilk's solution](#)

1551.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[StarSilk's solution](#)

1552.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,490 global accepts · Rating: 1400 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[StarSilk's solution](#)

1553.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[StarSilk's solution](#)

1554.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[StarSilk's solution](#)

1555.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,102 global accepts · Rating: 1400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[StarSilk's solution](#)

1556.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[StarSilk's solution](#)

1557.

1919C

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

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[StarSilk's solution](#)

1558.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[StarSilk's solution](#)

1559.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[StarSilk's solution](#)

1560.

1914E1

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

Quality: 14,242 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings
[StarSilk's solution](#)

1561.

1914E2

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

Quality: 14,748 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[StarSilk's solution](#)

1562.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[StarSilk's solution](#)

1563.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[StarSilk's solution](#)

1564.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[StarSilk's solution](#)

1565.

1907D

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

Quality: 23,568 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms
[StarSilk's solution](#)

1566.

1903C

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

Quality: 14,479 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[StarSilk's solution](#)

1567.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[StarSilk's solution](#)

1568.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[StarSilk's solution](#)

1569.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[StarSilk's solution](#)

1570.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[StarSilk's solution](#)

1571.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[StarSilk's solution](#)

1572.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[StarSilk's solution](#)

1573.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[StarSilk's solution](#)

1574.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[StarSilk's solution](#)

1575.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[StarSilk's solution](#)

1576.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,730 global accepts · Rating: 1400 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[StarSilk's solution](#)

1577.

1875C

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

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[StarSilk's solution](#)

1578.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[StarSilk's solution](#)

1579.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,961 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[StarSilk's solution](#)

1580.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[StarSilk's solution](#)

1581.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[StarSilk's solution](#)

1582.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1583.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[StarSilk's solution](#)

1584.

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

[StarSilk's solution](#)

1585.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[StarSilk's solution](#)

1586.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[StarSilk's solution](#)

1587.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[StarSilk's solution](#)

1588.

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

[StarSilk's solution](#)

1589.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[StarSilk's solution](#)

1590.

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[StarSilk's solution](#)

1591.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[StarSilk's solution](#)

1592.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees
[StarSilk's solution](#)

1593.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-02-23 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[StarSilk's solution](#)

1594.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[StarSilk's solution](#)

1595.

1805C

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

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[StarSilk's solution](#)

1596.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

1597.

1830A

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

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[StarSilk's solution](#)

1598.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1400 · first AC: 2023-05-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[StarSilk's solution](#)

1599.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-25 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[StarSilk's solution](#)

1600.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, math, number theory

[StarSilk's solution](#)

1601.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,307 global accepts · Rating: 1400 · first AC: 2023-06-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[StarSilk's solution](#)

1602.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[StarSilk's solution](#)

1603.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[StarSilk's solution](#)

1604.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,403 global accepts · Rating: 1400 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, sortings, two pointers

[StarSilk's solution](#)

1605.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,299 global accepts · Rating: 1400 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[StarSilk's solution](#)

1606.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[StarSilk's solution](#)

1607.

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[StarSilk's solution](#)

1608.

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[StarSilk's solution](#)

1609.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[StarSilk's solution](#)

1610.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[StarSilk's solution](#)

1611.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[StarSilk's solution](#)

1612.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[StarSilk's solution](#)

1613.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[StarSilk's solution](#)

1614.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[StarSilk's solution](#)

1615.

1728C

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

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[StarSilk's solution](#)

1616.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[StarSilk's solution](#)

1617.

1769B2

[A = >008D|>C\\$0C08CR DC 9C^>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math
[StarSilk's solution](#)

1618.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[StarSilk's solution](#)

1619.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[StarSilk's solution](#)

1620.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[StarSilk's solution](#)

1621.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

1622.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1623.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[StarSilk's solution](#)

1624.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-28 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[StarSilk's solution](#)

1625.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[StarSilk's solution](#)

1626.

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

[StarSilk's solution](#)

1627.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

1628.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

1629.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

1630.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2022-07-09 · last AC: 2022-07-26 · GNU C11 (first AC) · Tags: binary search, greedy, math, sortings

[StarSilk's solution](#)

1631.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,138 global accepts · Rating: 1400 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[StarSilk's solution](#)

1632.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2022-07-09 · GNU C11 (first AC) · Tags: constructive algorithms, graphs, greedy

[StarSilk's solution](#)

1633.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-07-09 · GNU C11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[StarSilk's solution](#)

1634.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-07-09 · GNU C11 (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[StarSilk's solution](#)

1635.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1500 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[StarSilk's solution](#)

1636.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,022 global accepts · Rating: 1500 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[StarSilk's solution](#)

1637.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,064 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory

[StarSilk's solution](#)

1638.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

1639.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,549 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[StarSilk's solution](#)

1640.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[StarSilk's solution](#)

1641.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[StarSilk's solution](#)

1642.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[StarSilk's solution](#)

1643.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[StarSilk's solution](#)

1644.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,022 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[StarSilk's solution](#)

1645.

2153C

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

Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[StarSilk's solution](#)

1646.

2155C

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

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[StarSilk's solution](#)

1647.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,273 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[StarSilk's solution](#)

1648.

2146D1

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

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[StarSilk's solution](#)

1649.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[StarSilk's solution](#)

1650.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,369 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[StarSilk's solution](#)

1651.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[StarSilk's solution](#)

1652.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[StarSilk's solution](#)

1653.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[StarSilk's solution](#)

1654.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[StarSilk's solution](#)

1655.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
[StarSilk's solution](#)

1656.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
[StarSilk's solution](#)

1657.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers
[StarSilk's solution](#)

1658.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,440 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[StarSilk's solution](#)

1659.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math
[StarSilk's solution](#)

1660.

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
[StarSilk's solution](#)

1661.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,824 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[StarSilk's solution](#)

1662.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[StarSilk's solution](#)

1663.

2069C

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

Quality: 14,819 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[StarSilk's solution](#)

1664.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,731 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[StarSilk's solution](#)

1665.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,249 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[StarSilk's solution](#)

1666.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[StarSilk's solution](#)

1667.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[StarSilk's solution](#)

1668.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[StarSilk's solution](#)

1669.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[StarSilk's solution](#)

1670.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

1671.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,639 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[StarSilk's solution](#)

1672.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,499 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[StarSilk's solution](#)

1673.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[StarSilk's solution](#)

1674.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[StarSilk's solution](#)

1675.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,627 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[StarSilk's solution](#)

1676.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1677.

2008E

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

Quality: 13,220 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[StarSilk's solution](#)

1678.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,895 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1679.

2003D1

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

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

[StarSilk's solution](#)

1680.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[StarSilk's solution](#)

1681.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

1682.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

1683.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,302 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, sortings

[StarSilk's solution](#)

1684.

1999G1

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

Quality: 14,525 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[StarSilk's solution](#)

1685.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

1686.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

1687.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[StarSilk's solution](#)

1688.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[StarSilk's solution](#)

1689.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[StarSilk's solution](#)

1690.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[StarSilk's solution](#)

1691.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[StarSilk's solution](#)

1692.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[StarSilk's solution](#)

1693.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[StarSilk's solution](#)

1694.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[StarSilk's solution](#)

1695.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[StarSilk's solution](#)

1696.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1500 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[StarSilk's solution](#)

1697.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[StarSilk's solution](#)

1698.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,335 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[StarSilk's solution](#)

1699.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1700.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[StarSilk's solution](#)

1701.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,220 global accepts · Rating: 1500 · first AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[StarSilk's solution](#)

1702.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[StarSilk's solution](#)

1703.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[StarSilk's solution](#)

1704.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[StarSilk's solution](#)

1705.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[StarSilk's solution](#)

1706.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[StarSilk's solution](#)

1707.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[StarSilk's solution](#)

1708.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1709.

1418C

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

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[StarSilk's solution](#)

1710.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

1711.

1950E

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

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory, strings

[StarSilk's solution](#)

1712.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[StarSilk's solution](#)

1713.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[StarSilk's solution](#)

1714.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[StarSilk's solution](#)

1715.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

1716.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

1717.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics

[StarSilk's solution](#)

1718.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

1719.

1933E

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

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[StarSilk's solution](#)

1720.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[StarSilk's solution](#)

1721.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math

[StarSilk's solution](#)

1722.

1926E

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

Quality: 14,845 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data

structures, dp, implementation, math, number theory

[StarSilk's solution](#)

1723.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

1724.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarSilk's solution](#)

1725.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[StarSilk's solution](#)

1726.

1675E

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

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[StarSilk's solution](#)

1727.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[StarSilk's solution](#)

1728.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[StarSilk's solution](#)

1729.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[StarSilk's solution](#)

1730.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

1731.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

1732.

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[StarSilk's solution](#)

1733.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,196 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[StarSilk's solution](#)

1734.

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1735.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[StarSilk's solution](#)

1736.

1891C

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

Quality: 20,352 global accepts · Rating: 1500 · first AC: 2023-10-30 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[StarSilk's solution](#)

1737.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[StarSilk's solution](#)

1738.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

1739.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

1740.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

1741.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[StarSilk's solution](#)

1742.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[StarSilk's solution](#)

1743.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[StarSilk's solution](#)

1744.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)

1745.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,841 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

1746.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[StarSilk's solution](#)

1747.

1872E

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

Quality: 21,372 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[StarSilk's solution](#)

1748.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[StarSilk's solution](#)

1749.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[StarSilk's solution](#)

1750.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[StarSilk's solution](#)

1751.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[StarSilk's solution](#)

1752.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1500 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[StarSilk's solution](#)

1753.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[StarSilk's solution](#)

1754.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[StarSilk's solution](#)

1755.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[StarSilk's solution](#)

1756.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[StarSilk's solution](#)

1757.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-24 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[StarSilk's solution](#)

1758.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[StarSilk's solution](#)

1759.

1791F

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

Quality: 15,526 global accepts · Rating: 1500 · first AC: 2023-02-03 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[StarSilk's solution](#)

1760.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[StarSilk's solution](#)

1761.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,011 global accepts · Rating: 1500 · first AC: 2023-02-16 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[StarSilk's solution](#)

1762.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[StarSilk's solution](#)

1763.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[StarSilk's solution](#)

1764.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-24 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

1765.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[StarSilk's solution](#)

1766.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,469 global accepts · Rating: 1500 · first AC: 2023-04-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[StarSilk's solution](#)

1767.

1817A

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

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[StarSilk's solution](#)

1768.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[StarSilk's solution](#)

1769.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[StarSilk's solution](#)

1770.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[StarSilk's solution](#)

1771.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

1772.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[StarSilk's solution](#)

1773.

1744E1

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

Quality: 12,649 global accepts · Rating: 1500 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

1774.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1775.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

1776.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

1777.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[StarSilk's solution](#)

1778.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[StarSilk's solution](#)

1779.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,785 global accepts · Rating: 1500 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[StarSilk's solution](#)

1780.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[StarSilk's solution](#)

1781.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[StarSilk's solution](#)

1782.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-12-03 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[StarSilk's solution](#)

1783.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[StarSilk's solution](#)

1784.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[StarSilk's solution](#)

1785.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[StarSilk's solution](#)

1786.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[StarSilk's solution](#)

1787.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[StarSilk's solution](#)

1788.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[StarSilk's solution](#)

1789.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[StarSilk's solution](#)

1790.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1500 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[StarSilk's solution](#)

1791.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-07-16 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[StarSilk's solution](#)

1792.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[StarSilk's solution](#)

1793.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1794.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[StarSilk's solution](#)

1795.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[StarSilk's solution](#)

1796.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[StarSilk's solution](#)

1797.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,851 global accepts · Rating: 1600 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarSilk's solution](#)

1798.

2196B

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

Quality: 8,578 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[StarSilk's solution](#)

1799.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

1800.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

1801.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[StarSilk's solution](#)

1802.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[StarSilk's solution](#)

1803.

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[StarSilk's solution](#)

1804.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[StarSilk's solution](#)

1805.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[StarSilk's solution](#)

1806.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[StarSilk's solution](#)

1807.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,130 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[StarSilk's solution](#)

1808.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[StarSilk's solution](#)

1809.

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[StarSilk's solution](#)

1810.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[StarSilk's solution](#)

1811.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[StarSilk's solution](#)

1812.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[StarSilk's solution](#)**1813.**

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[StarSilk's solution](#)**1814.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)**1815.**

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)**1816.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[StarSilk's solution](#)**1817.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)**1818.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[StarSilk's solution](#)**1819.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[StarSilk's solution](#)**1820.**

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)**1821.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[StarSilk's solution](#)

1822.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[StarSilk's solution](#)

1823.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[StarSilk's solution](#)

1824.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[StarSilk's solution](#)

1825.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, implementation

[StarSilk's solution](#)

1826.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[StarSilk's solution](#)

1827.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[StarSilk's solution](#)

1828.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[StarSilk's solution](#)

1829.

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

[StarSilk's solution](#)

1830.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[StarSilk's solution](#)

1831.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,955 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[StarSilk's solution](#)

1832.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[StarSilk's solution](#)

1833.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

1834.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[StarSilk's solution](#)

1835.

2046B

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

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[StarSilk's solution](#)

1836.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[StarSilk's solution](#)

1837.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[StarSilk's solution](#)

1838.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,978 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[StarSilk's solution](#)

1839.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[StarSilk's solution](#)

1840.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: trees

[StarSilk's solution](#)

1841.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[StarSilk's solution](#)

1842.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: sortings, two pointers

[StarSilk's solution](#)

1843.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[StarSilk's solution](#)

1844.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[StarSilk's solution](#)

1845.

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

1846.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[StarSilk's solution](#)

1847.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[StarSilk's solution](#)

1848.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[StarSilk's solution](#)

1849.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[StarSilk's solution](#)

1850.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[StarSilk's solution](#)

1851.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,211 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[StarSilk's solution](#)

1852.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[StarSilk's solution](#)

1853.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[StarSilk's solution](#)

1854.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[StarSilk's solution](#)

1855.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[StarSilk's solution](#)

1856.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

1857.

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[StarSilk's solution](#)

1858.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[StarSilk's solution](#)

1859.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1860.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[StarSilk's solution](#)

1861.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[StarSilk's solution](#)

1862.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[StarSilk's solution](#)

1863.

1968E

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

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

1864.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[StarSilk's solution](#)

1865.

1957C

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

Quality: 11,935 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

1866.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[StarSilk's solution](#)

1867.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[StarSilk's solution](#)

1868.

1956C

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

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

1869.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

1870.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[StarSilk's solution](#)

1871.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[StarSilk's solution](#)

1872.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[StarSilk's solution](#)

1873.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[StarSilk's solution](#)

1874.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

1875.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

1876.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1877.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,198 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[StarSilk's solution](#)

1878.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

1879.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[StarSilk's solution](#)

1880.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[StarSilk's solution](#)

1881.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[StarSilk's solution](#)

1882.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

1883.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

1884.

1527C

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, math

[StarSilk's solution](#)

1885.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[StarSilk's solution](#)

1886.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[StarSilk's solution](#)

1887.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, math

[StarSilk's solution](#)

1888.

1920C

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

Quality: 19,916 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

1889.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[StarSilk's solution](#)

1890.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarSilk's solution](#)

1891.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[StarSilk's solution](#)

1892.

1904D1

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

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[StarSilk's solution](#)

1893.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, number theory

[StarSilk's solution](#)

1894.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[StarSilk's solution](#)

1895.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[StarSilk's solution](#)

1896.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[StarSilk's solution](#)

1897.

1526C2

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

Quality: 29,725 global accepts · Rating: 1600 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

1898.

1886C

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

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

1899.

1875D

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

Quality: 11,403 global accepts · Rating: 1600 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[StarSilk's solution](#)

1900.

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[StarSilk's solution](#)

1901.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

1902.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy,

implementation, sortings, two pointers

[StarSilk's solution](#)

1903.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[StarSilk's solution](#)

1904.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[StarSilk's solution](#)

1905.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[StarSilk's solution](#)

1906.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[StarSilk's solution](#)

1907.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1908.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[StarSilk's solution](#)

1909.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,326 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[StarSilk's solution](#)

1910.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[StarSilk's solution](#)

1911.

1529C

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

Rating: 1600 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[StarSilk's solution](#)

1912.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[StarSilk's solution](#)

1913.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1914.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[StarSilk's solution](#)

1915.

1610C

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

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[StarSilk's solution](#)

1916.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-01 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[StarSilk's solution](#)

1917.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

1918.

1781C

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

Quality: 10,458 global accepts · Rating: 1600 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[StarSilk's solution](#)

1919.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

1920.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

1921.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-02 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[StarSilk's solution](#)

1922.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[StarSilk's solution](#)

1923.

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

1924.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[StarSilk's solution](#)

1925.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[StarSilk's solution](#)

1926.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[StarSilk's solution](#)

1927.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2023-04-24 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[StarSilk's solution](#)

1928.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[StarSilk's solution](#)

1929.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,407 global accepts · Rating: 1600 · first AC: 2023-05-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[StarSilk's solution](#)

1930.

1840E

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

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[StarSilk's solution](#)

1931.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[StarSilk's solution](#)

1932.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math
[StarSilk's solution](#)

1933.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[StarSilk's solution](#)

1934.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[StarSilk's solution](#)

1935.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[StarSilk's solution](#)

1936.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees
[StarSilk's solution](#)

1937.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings
[StarSilk's solution](#)

1938.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,472 global accepts · Rating: 1600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[StarSilk's solution](#)

1939.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[StarSilk's solution](#)

1940.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[StarSilk's solution](#)

1941.

1741E

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

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: dp
[StarSilk's solution](#)

1942.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[StarSilk's solution](#)

1943.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[StarSilk's solution](#)

1944.

1782C

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

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

[StarSilk's solution](#)

1945.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[StarSilk's solution](#)

1946.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1947.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-12-03 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

1948.

1730B

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

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[StarSilk's solution](#)

1949.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[StarSilk's solution](#)

1950.

1722E

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

Quality: 13,366 global accepts · Rating: 1600 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[StarSilk's solution](#)

1951.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[StarSilk's solution](#)

1952.

1714D

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

Quality: 10,321 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[StarSilk's solution](#)

1953.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 1600 · first AC: 2022-07-09 · last AC: 2022-07-26 · GNU C11 (first AC) · Tags: binary search, greedy

[StarSilk's solution](#)

1954.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1600 · first AC: 2022-07-17 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

1955.

1703G

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

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[StarSilk's solution](#)

1956.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · GNU C11 (first AC) · Tags: dfs and similar, dsu, graphs

[StarSilk's solution](#)

1957.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,482 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[StarSilk's solution](#)

1958.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

1959.

2203D

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

Quality: 5,429 global accepts · Rating: 1700 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[StarSilk's solution](#)

1960.

2205D

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

Quality: 4,917 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[StarSilk's solution](#)

1961.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[StarSilk's solution](#)

1962.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

1963.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[StarSilk's solution](#)

1964.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,130 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

1965.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

1966.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[StarSilk's solution](#)

1967.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[StarSilk's solution](#)

1968.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[StarSilk's solution](#)

1969.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[StarSilk's solution](#)

1970.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[StarSilk's solution](#)

1971.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[StarSilk's solution](#)

1972.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[StarSilk's solution](#)

1973.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[StarSilk's solution](#)

1974.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[StarSilk's solution](#)

1975.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[StarSilk's solution](#)

1976.

2113C

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

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[StarSilk's solution](#)

1977.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[StarSilk's solution](#)

1978.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[StarSilk's solution](#)

1979.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[StarSilk's solution](#)

1980.

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[StarSilk's solution](#)

1981.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[StarSilk's solution](#)

1982.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[StarSilk's solution](#)

1983.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[StarSilk's solution](#)

1984.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[StarSilk's solution](#)

1985.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[StarSilk's solution](#)

1986.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special
[StarSilk's solution](#)

1987.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[StarSilk's solution](#)

1988.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,445 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[StarSilk's solution](#)

1989.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[StarSilk's solution](#)

1990.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[StarSilk's solution](#)

1991.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings
[StarSilk's solution](#)

1992.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[StarSilk's solution](#)

1993.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

1994.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math

[StarSilk's solution](#)

1995.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[StarSilk's solution](#)

1996.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,315 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[StarSilk's solution](#)

1997.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[StarSilk's solution](#)

1998.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)

1999.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[StarSilk's solution](#)

2000.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[StarSilk's solution](#)

2001.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[StarSilk's solution](#)

2002.

2029C

[New Rating](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2003.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[StarSilk's solution](#)

2004.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[StarSilk's solution](#)

2005.

2030D

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

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

[StarSilk's solution](#)

2006.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[StarSilk's solution](#)

2007.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[StarSilk's solution](#)

2008.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[StarSilk's solution](#)

2009.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[StarSilk's solution](#)

2010.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

2011.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[StarSilk's solution](#)

2012.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math
[StarSilk's solution](#)

2013.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[StarSilk's solution](#)

2014.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[StarSilk's solution](#)

2015.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[StarSilk's solution](#)

2016.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy
[StarSilk's solution](#)

2017.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[StarSilk's solution](#)

2018.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[StarSilk's solution](#)

2019.

1999G2

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

Quality: 11,025 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
[StarSilk's solution](#)

2020.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[StarSilk's solution](#)

2021.

1995B2

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

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[StarSilk's solution](#)

2022.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[StarSilk's solution](#)

2023.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[StarSilk's solution](#)

2024.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[StarSilk's solution](#)

2025.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[StarSilk's solution](#)

2026.

1982D

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

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[StarSilk's solution](#)

2027.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory, sortings

[StarSilk's solution](#)

2028.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[StarSilk's solution](#)

2029.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

2030.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[StarSilk's solution](#)

2031.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and

similar, dsu, graphs, implementation

[StarSilk's solution](#)

2032.

1314A

[Recommendations](#) · [Tutorial](#)

Quality: 1700 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[StarSilk's solution](#)

2033.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[StarSilk's solution](#)

2034.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[StarSilk's solution](#)

2035.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[StarSilk's solution](#)

2036.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[StarSilk's solution](#)

2037.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[StarSilk's solution](#)

2038.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[StarSilk's solution](#)

2039.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,486 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, sortings

[StarSilk's solution](#)

2040.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[StarSilk's solution](#)

2041.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[StarSilk's solution](#)

2042.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · last AC: 2024-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[StarSilk's solution](#)

2043.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[StarSilk's solution](#)

2044.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[StarSilk's solution](#)

2045.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[StarSilk's solution](#)

2046.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[StarSilk's solution](#)

2047.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math

[StarSilk's solution](#)

2048.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[StarSilk's solution](#)

2049.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[StarSilk's solution](#)

2050.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

2051.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[StarSilk's solution](#)

2052.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[StarSilk's solution](#)

2053.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,305 global accepts · Rating: 1700 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[StarSilk's solution](#)

2054.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[StarSilk's solution](#)

2055.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[StarSilk's solution](#)

2056.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[StarSilk's solution](#)

2057.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[StarSilk's solution](#)

2058.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[StarSilk's solution](#)

2059.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

2060.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[StarSilk's solution](#)

2061.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[StarSilk's solution](#)

2062.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[StarSilk's solution](#)

2063.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[StarSilk's solution](#)

2064.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[StarSilk's solution](#)

2065.

1453C

[Triangles](#) · [Tutorial](#)

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2066.

900C

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2067.

931C

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2068.

1451D

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1931F

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1578H

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1464A

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1469D

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1468D

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1479A

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1467B

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1491C

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1473D

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1550C

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1896D

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1893B

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1889B

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1884C

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1879D

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1873H

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1868B1

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1312D

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2104.

1598D

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1586C

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2107.

1529D

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1776F

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1777C

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1779D

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1783C

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1792D

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2116.

1798C

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1799C

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1810D

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1829H

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1833F

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1628B

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1626C

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1661C

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1706D1

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1670D

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1672D

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1765D

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1497E1

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1772E

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1760G

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2144.

1702F

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1735D

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1625C

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1700C

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1722F

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1714G

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439D

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2151.

1561D1

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Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

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1688C

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2153.

2218G

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2154.

2211C2

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2155.

2209D

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Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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2156.

2204E

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2157.

2208D1

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

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[StarSilk's solution](#)

2158.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[StarSilk's solution](#)

2159.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[StarSilk's solution](#)

2160.

2196C1

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

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[StarSilk's solution](#)

2161.

2189C2

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

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[StarSilk's solution](#)

2162.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,306 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[StarSilk's solution](#)

2163.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[StarSilk's solution](#)

2164.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[StarSilk's solution](#)

2165.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,779 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[StarSilk's solution](#)

2166.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[StarSilk's solution](#)

2167.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

2168.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[StarSilk's solution](#)

2169.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

2170.

2145D

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

Quality: 6,660 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[StarSilk's solution](#)

2171.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[StarSilk's solution](#)

2172.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[StarSilk's solution](#)

2173.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[StarSilk's solution](#)

2174.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[StarSilk's solution](#)

2175.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[StarSilk's solution](#)

2176.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[StarSilk's solution](#)

2177.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

2178.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[StarSilk's solution](#)

2179.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,929 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[StarSilk's solution](#)

2180.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[StarSilk's solution](#)

2181.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[StarSilk's solution](#)

2182.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[StarSilk's solution](#)

2183.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[StarSilk's solution](#)

2184.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
[StarSilk's solution](#)

2185.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[StarSilk's solution](#)

2186.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[StarSilk's solution](#)

2187.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings
[StarSilk's solution](#)

2188.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math
[StarSilk's solution](#)

2189.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
[StarSilk's solution](#)

2190.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[StarSilk's solution](#)

2191.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

2192.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

2193.

2043D

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

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[StarSilk's solution](#)

2194.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

2195.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[StarSilk's solution](#)

2196.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarSilk's solution](#)

2197.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[StarSilk's solution](#)

2198.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp

[StarSilk's solution](#)

2199.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[StarSilk's solution](#)

2200.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[StarSilk's solution](#)

2201.

2035D

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

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

and conquer, greedy, implementation, math

[StarSilk's solution](#)

2202.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[StarSilk's solution](#)

2203.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[StarSilk's solution](#)

2204.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[StarSilk's solution](#)

2205.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[StarSilk's solution](#)

2206.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,725 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[StarSilk's solution](#)

2207.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[StarSilk's solution](#)

2208.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

2209.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[StarSilk's solution](#)

2210.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[StarSilk's solution](#)

2211.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[StarSilk's solution](#)

2212.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

2213.

1995C

[Squaring](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2214.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[StarSilk's solution](#)

2215.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[StarSilk's solution](#)

2216.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[StarSilk's solution](#)

2217.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[StarSilk's solution](#)

2218.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[StarSilk's solution](#)

2219.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[StarSilk's solution](#)

2220.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[StarSilk's solution](#)

2221.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[StarSilk's solution](#)

2222.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[StarSilk's solution](#)

2223.

1974E

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

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[StarSilk's solution](#)

2224.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2022-07-09 · last AC: 2024-05-15 · GNU C11 (first AC) · Tags: binary search, greedy

[StarSilk's solution](#)

2225.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

2226.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[StarSilk's solution](#)

2227.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[StarSilk's solution](#)

2228.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[StarSilk's solution](#)

2229.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · last AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

2230.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[StarSilk's solution](#)

2231.

51C

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

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[StarSilk's solution](#)

2232.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number

theory

[StarSilk's solution](#)

2233.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,907 global accepts · Rating: 1800 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[StarSilk's solution](#)

2234.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[StarSilk's solution](#)

2235.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[StarSilk's solution](#)

2236.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[StarSilk's solution](#)

2237.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[StarSilk's solution](#)

2238.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings

[StarSilk's solution](#)

2239.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math, schedules

[StarSilk's solution](#)

2240.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[StarSilk's solution](#)

2241.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[StarSilk's solution](#)

2242.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2024-02-23 · last AC: 2024-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

2243.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[StarSilk's solution](#)

2244.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[StarSilk's solution](#)

2245.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[StarSilk's solution](#)

2246.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

2247.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[StarSilk's solution](#)

2248.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[StarSilk's solution](#)

2249.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[StarSilk's solution](#)

2250.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[StarSilk's solution](#)

2251.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[StarSilk's solution](#)

2252.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[StarSilk's solution](#)

2253.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2024-01-20 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[StarSilk's solution](#)

2254.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

2255.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,904 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[StarSilk's solution](#)

2256.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

2257.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[StarSilk's solution](#)

2258.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[StarSilk's solution](#)

2259.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[StarSilk's solution](#)

2260.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[StarSilk's solution](#)

2261.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[StarSilk's solution](#)

2262.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[StarSilk's solution](#)

2263.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[StarSilk's solution](#)

2264.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[StarSilk's solution](#)

2265.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[StarSilk's solution](#)

2266.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[StarSilk's solution](#)

2267.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[StarSilk's solution](#)

2268.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[StarSilk's solution](#)

2269.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[StarSilk's solution](#)

2270.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[StarSilk's solution](#)

2271.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

2272.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[StarSilk's solution](#)

2273.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,389 global accepts · Rating: 1800 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[StarSilk's solution](#)

2274.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[StarSilk's solution](#)

2275.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[StarSilk's solution](#)

2276.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[StarSilk's solution](#)

2277.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

2278.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[StarSilk's solution](#)

2279.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[StarSilk's solution](#)

2280.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[StarSilk's solution](#)

2281.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[StarSilk's solution](#)

2282.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[StarSilk's solution](#)

2283.

1851F

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

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[StarSilk's solution](#)

2284.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
[StarSilk's solution](#)

2285.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[StarSilk's solution](#)

2286.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[StarSilk's solution](#)

2287.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
[StarSilk's solution](#)

2288.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[StarSilk's solution](#)

2289.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,168 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[StarSilk's solution](#)

2290.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[StarSilk's solution](#)

2291.

1846E2

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

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math
[StarSilk's solution](#)

2292.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[StarSilk's solution](#)

2293.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[StarSilk's solution](#)

2294.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[StarSilk's solution](#)

2295.

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-26 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[StarSilk's solution](#)

2296.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

2297.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[StarSilk's solution](#)

2298.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[StarSilk's solution](#)

2299.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[StarSilk's solution](#)

2300.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[StarSilk's solution](#)

2301.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 8,999 global accepts · Rating: 1800 · first AC: 2023-04-02 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[StarSilk's solution](#)

2302.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-24 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

2303.

1824B1

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

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[StarSilk's solution](#)

2304.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[StarSilk's solution](#)

2305.

1729E

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

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[StarSilk's solution](#)

2306.

1769D1

[A₃3D00C! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[StarSilk's solution](#)

2307.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[StarSilk's solution](#)

2308.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

2309.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[StarSilk's solution](#)

2310.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[StarSilk's solution](#)

2311.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[StarSilk's solution](#)

2312.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[StarSilk's solution](#)

2313.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

2314.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[StarSilk's solution](#)

2315.

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[StarSilk's solution](#)

2316.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[StarSilk's solution](#)

2317.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[StarSilk's solution](#)

2318.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[StarSilk's solution](#)

2319.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[StarSilk's solution](#)

2320.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[StarSilk's solution](#)

2321.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[StarSilk's solution](#)

2322.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[StarSilk's solution](#)**2323.**

1758D

[Range = " Sum](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[StarSilk's solution](#)**2324.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[StarSilk's solution](#)**2325.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)**2326.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,040 global accepts · Rating: 1800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[StarSilk's solution](#)**2327.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[StarSilk's solution](#)**2328.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2022-07-09 · last AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[StarSilk's solution](#)**2329.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[StarSilk's solution](#)**2330.**

2217D

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

Quality: 3,330 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)**2331.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[StarSilk's solution](#)

2332.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[StarSilk's solution](#)

2333.

2189D1

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

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[StarSilk's solution](#)

2334.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[StarSilk's solution](#)

2335.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[StarSilk's solution](#)

2336.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[StarSilk's solution](#)

2337.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[StarSilk's solution](#)

2338.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[StarSilk's solution](#)

2339.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[StarSilk's solution](#)

2340.

2173D

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

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[StarSilk's solution](#)

2341.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[StarSilk's solution](#)

2342.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[StarSilk's solution](#)

2343.

2156D

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

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[StarSilk's solution](#)

2344.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[StarSilk's solution](#)

2345.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[StarSilk's solution](#)

2346.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[StarSilk's solution](#)

2347.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[StarSilk's solution](#)

2348.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

2349.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[StarSilk's solution](#)

2350.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[StarSilk's solution](#)

2351.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[StarSilk's solution](#)

2352.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,361 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[StarSilk's solution](#)**2353.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[StarSilk's solution](#)**2354.**

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[StarSilk's solution](#)**2355.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[StarSilk's solution](#)**2356.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,421 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[StarSilk's solution](#)**2357.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers

[StarSilk's solution](#)**2358.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[StarSilk's solution](#)**2359.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[StarSilk's solution](#)**2360.**

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[StarSilk's solution](#)**2361.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[StarSilk's solution](#)

2362.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[StarSilk's solution](#)

2363.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[StarSilk's solution](#)

2364.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

2365.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[StarSilk's solution](#)

2366.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[StarSilk's solution](#)

2367.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

2368.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[StarSilk's solution](#)

2369.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[StarSilk's solution](#)

2370.

2053E

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

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[StarSilk's solution](#)

2371.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation

[StarSilk's solution](#)

2372.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[StarSilk's solution](#)

2373.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[StarSilk's solution](#)

2374.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[StarSilk's solution](#)

2375.

2044F

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

Quality: 6,042 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[StarSilk's solution](#)

2376.

2040D

[Non Prime Tree](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2377.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[StarSilk's solution](#)

2378.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[StarSilk's solution](#)

2379.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[StarSilk's solution](#)

2380.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[StarSilk's solution](#)

2381.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,262 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[StarSilk's solution](#)

2382.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[StarSilk's solution](#)

2383.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, hashing

[StarSilk's solution](#)

2384.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[StarSilk's solution](#)

2385.

1729F

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

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math

[StarSilk's solution](#)

2386.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[StarSilk's solution](#)

2387.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[StarSilk's solution](#)

2388.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[StarSilk's solution](#)

2389.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[StarSilk's solution](#)

2390.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[StarSilk's solution](#)

2391.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[StarSilk's solution](#)

2392.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[StarSilk's solution](#)

2393.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[StarSilk's solution](#)

2394.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[StarSilk's solution](#)

2395.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[StarSilk's solution](#)

2396.

2000F

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

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[StarSilk's solution](#)

2397.

2002D1

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

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

[StarSilk's solution](#)

2398.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[StarSilk's solution](#)

2399.

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[StarSilk's solution](#)

2400.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,668 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[StarSilk's solution](#)

2401.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[StarSilk's solution](#)

2402.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2403.

1991D

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

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

[StarSilk's solution](#)

2404.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[StarSilk's solution](#)

2405.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[StarSilk's solution](#)

2406.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[StarSilk's solution](#)

2407.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[StarSilk's solution](#)

2408.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[StarSilk's solution](#)

2409.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[StarSilk's solution](#)

2410.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[StarSilk's solution](#)

2411.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[StarSilk's solution](#)

2412.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[StarSilk's solution](#)

2413.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[StarSilk's solution](#)

2414.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[StarSilk's solution](#)

2415.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

2416.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[StarSilk's solution](#)

2417.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[StarSilk's solution](#)

2418.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[StarSilk's solution](#)

2419.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[StarSilk's solution](#)

2420.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[StarSilk's solution](#)

2421.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[StarSilk's solution](#)

2422.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[StarSilk's solution](#)

2423.

1970B1

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

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

2424.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[StarSilk's solution](#)

2425.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[StarSilk's solution](#)

2426.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[StarSilk's solution](#)

2427.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[StarSilk's solution](#)

2428.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

2429.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[StarSilk's solution](#)

2430.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[StarSilk's solution](#)

2431.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[StarSilk's solution](#)

2432.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[StarSilk's solution](#)

2433.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,075 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[StarSilk's solution](#)

2434.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[StarSilk's solution](#)

2435.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

2436.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[StarSilk's solution](#)

2437.

1945F

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

Quality: 5,103 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[StarSilk's solution](#)

2438.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarSilk's solution](#)

2439.

1421D

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Quality: 4,382 global accepts · Rating: 1900 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[StarSilk's solution](#)

2440.

1436D

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Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[StarSilk's solution](#)

2441.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[StarSilk's solution](#)

2442.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

2443.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[StarSilk's solution](#)

2444.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[StarSilk's solution](#)

2445.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[StarSilk's solution](#)

2446.

1926G

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Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[StarSilk's solution](#)

2447.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,633 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

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2448.

1929D

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

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[StarSilk's solution](#)

2449.

1012B

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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[StarSilk's solution](#)

2450.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[StarSilk's solution](#)

2451.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,386 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[StarSilk's solution](#)

2452.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[StarSilk's solution](#)

2453.

1918D

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

Quality: 6,192 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[StarSilk's solution](#)

2454.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[StarSilk's solution](#)

2455.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[StarSilk's solution](#)

2456.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[StarSilk's solution](#)

2457.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[StarSilk's solution](#)

2458.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[StarSilk's solution](#)

2459.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[StarSilk's solution](#)

2460.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[StarSilk's solution](#)

2461.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[StarSilk's solution](#)

2462.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[StarSilk's solution](#)

2463.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[StarSilk's solution](#)

2464.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

2465.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[StarSilk's solution](#)

2466.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[StarSilk's solution](#)

2467.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

2468.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[StarSilk's solution](#)

2469.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[StarSilk's solution](#)

2470.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[StarSilk's solution](#)

2471.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

implementation, sortings

[StarSilk's solution](#)

2472.

1912D

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[StarSilk's solution](#)

2473.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[StarSilk's solution](#)

2474.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[StarSilk's solution](#)

2475.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[StarSilk's solution](#)

2476.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[StarSilk's solution](#)

2477.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

2478.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[StarSilk's solution](#)

2479.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[StarSilk's solution](#)

2480.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[StarSilk's solution](#)

2481.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[StarSilk's solution](#)

2482.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[StarSilk's solution](#)

2483.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[StarSilk's solution](#)

2484.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[StarSilk's solution](#)

2485.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[StarSilk's solution](#)

2486.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

2487.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

2488.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[StarSilk's solution](#)

2489.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[StarSilk's solution](#)

2490.

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

[StarSilk's solution](#)

2491.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[StarSilk's solution](#)

2492.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[StarSilk's solution](#)

2493.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,663 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[StarSilk's solution](#)

2494.

1847D

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Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[StarSilk's solution](#)

2495.

1842D

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

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2496.

1627D

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Quality: 9,368 global accepts · Rating: 1900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

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2497.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[StarSilk's solution](#)

2498.

1585D

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

Quality: 4,385 global accepts · Rating: 1900 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

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2499.

1777D

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Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[StarSilk's solution](#)

2500.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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2501.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[StarSilk's solution](#)

2502.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-03 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[StarSilk's solution](#)

2503.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-07 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[StarSilk's solution](#)

2504.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[StarSilk's solution](#)

2505.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[StarSilk's solution](#)

2506.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[StarSilk's solution](#)

2507.

1799D1

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

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[StarSilk's solution](#)

2508.

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[StarSilk's solution](#)

2509.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[StarSilk's solution](#)

2510.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[StarSilk's solution](#)

2511.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[StarSilk's solution](#)

2512.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[StarSilk's solution](#)

2513.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[StarSilk's solution](#)

2514.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[StarSilk's solution](#)

2515.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[StarSilk's solution](#)

2516.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

2517.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[StarSilk's solution](#)

2518.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[StarSilk's solution](#)

2519.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[StarSilk's solution](#)

2520.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[StarSilk's solution](#)

2521.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[StarSilk's solution](#)

2522.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[StarSilk's solution](#)

2523.

1744E2

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

Quality: 6,699 global accepts · Rating: 1900 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

2524.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[StarSilk's solution](#)

2525.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

2526.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[StarSilk's solution](#)

2527.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[StarSilk's solution](#)

2528.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

2529.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[StarSilk's solution](#)

2530.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-09-29 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[StarSilk's solution](#)

2531.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[StarSilk's solution](#)

2532.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[StarSilk's solution](#)

2533.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation

[StarSilk's solution](#)

2534.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[StarSilk's solution](#)

2535.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, sortings, strings

[StarSilk's solution](#)

2536.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[StarSilk's solution](#)

2537.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[StarSilk's solution](#)

2538.

1704D

[Magical Array](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2539.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-17 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[StarSilk's solution](#)

2540.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2022-07-25 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[StarSilk's solution](#)

2541.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[StarSilk's solution](#)

2542.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[StarSilk's solution](#)

2543.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[StarSilk's solution](#)

2544.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[StarSilk's solution](#)

2545.

2215B

[RReeppeettiittiiioonn](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[StarSilk's solution](#)

2546.

2217E

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

Quality: 2,067 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[StarSilk's solution](#)

2547.

2194E

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

Quality: 2,613 global accepts · Rating: 2000 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[StarSilk's solution](#)

2548.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings

[StarSilk's solution](#)

2549.

2196C2

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

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[StarSilk's solution](#)

2550.

2178E

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

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[StarSilk's solution](#)

2551.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[StarSilk's solution](#)

2552.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[StarSilk's solution](#)

2553.

2158D

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

Quality: 3,283 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[StarSilk's solution](#)

2554.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[StarSilk's solution](#)

2555.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,652 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[StarSilk's solution](#)

2556.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[StarSilk's solution](#)

2557.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[StarSilk's solution](#)

2558.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[StarSilk's solution](#)

2559.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[StarSilk's solution](#)

2560.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[StarSilk's solution](#)

2561.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[StarSilk's solution](#)

2562.

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[StarSilk's solution](#)

2563.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[StarSilk's solution](#)

2564.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[StarSilk's solution](#)

2565.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[StarSilk's solution](#)

2566.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[StarSilk's solution](#)

2567.

1741F

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

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[StarSilk's solution](#)

2568.

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[StarSilk's solution](#)

2569.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[StarSilk's solution](#)

2570.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,307 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[StarSilk's solution](#)

2571.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[StarSilk's solution](#)

2572.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[StarSilk's solution](#)

2573.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[StarSilk's solution](#)

2574.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

2575.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[StarSilk's solution](#)

2576.

2063D

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

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[StarSilk's solution](#)

2577.

2061E

[Kevin and And](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2578.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

2579.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[StarSilk's solution](#)

2580.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[StarSilk's solution](#)

2581.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[StarSilk's solution](#)

2582.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[StarSilk's solution](#)

2583.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[StarSilk's solution](#)

2584.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

2585.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[StarSilk's solution](#)

2586.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[StarSilk's solution](#)

2587.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[StarSilk's solution](#)

2588.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[StarSilk's solution](#)

2589.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[StarSilk's solution](#)

2590.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[StarSilk's solution](#)

2591.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[StarSilk's solution](#)

2592.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[StarSilk's solution](#)

2593.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[StarSilk's solution](#)

2594.

2014F

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

Quality: 5,100 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

2595.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[StarSilk's solution](#)

2596.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[StarSilk's solution](#)

2597.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[StarSilk's solution](#)

2598.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[StarSilk's solution](#)

2599.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

2600.

1994E

[Wooden Game](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2601.

1988D

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

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[StarSilk's solution](#)

2602.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

2603.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[StarSilk's solution](#)

2604.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[StarSilk's solution](#)

2605.

1978E

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

Quality: 4,605 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[StarSilk's solution](#)

2606.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[StarSilk's solution](#)

2607.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[StarSilk's solution](#)

2608.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

2609.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[StarSilk's solution](#)

2610.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[StarSilk's solution](#)

2611.

1974G

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

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[StarSilk's solution](#)

2612.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[StarSilk's solution](#)

2613.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

2614.

1354C2

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

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, math

[StarSilk's solution](#)

2615.

1970E2

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

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[StarSilk's solution](#)

2616.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[StarSilk's solution](#)

2617.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[StarSilk's solution](#)

2618.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[StarSilk's solution](#)

2619.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math

[StarSilk's solution](#)

2620.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[StarSilk's solution](#)

2621.

1956D

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

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[StarSilk's solution](#)

2622.

1951E

[No Palindromes](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2623.

1951D

[Buying Jewels](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2624.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[StarSilk's solution](#)

2625.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[StarSilk's solution](#)

2626.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

2627.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[StarSilk's solution](#)

2628.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[StarSilk's solution](#)

2629.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[StarSilk's solution](#)

2630.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[StarSilk's solution](#)**2631.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,627 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[StarSilk's solution](#)**2632.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[StarSilk's solution](#)**2633.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[StarSilk's solution](#)**2634.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[StarSilk's solution](#)**2635.**

1931G

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

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[StarSilk's solution](#)**2636.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[StarSilk's solution](#)**2637.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[StarSilk's solution](#)**2638.**

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[StarSilk's solution](#)**2639.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[StarSilk's solution](#)

2640.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[StarSilk's solution](#)

2641.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, interactive, math

[StarSilk's solution](#)

2642.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[StarSilk's solution](#)

2643.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[StarSilk's solution](#)

2644.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[StarSilk's solution](#)

2645.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[StarSilk's solution](#)

2646.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[StarSilk's solution](#)

2647.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[StarSilk's solution](#)

2648.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[StarSilk's solution](#)

2649.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[StarSilk's solution](#)

2650.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[StarSilk's solution](#)

2651.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[StarSilk's solution](#)

2652.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[StarSilk's solution](#)

2653.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

2654.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[StarSilk's solution](#)

2655.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

2656.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[StarSilk's solution](#)

2657.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[StarSilk's solution](#)

2658.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[StarSilk's solution](#)

2659.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

greedy, sortings

[StarSilk's solution](#)

2660.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[StarSilk's solution](#)

2661.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[StarSilk's solution](#)

2662.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[StarSilk's solution](#)

2663.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[StarSilk's solution](#)

2664.

1588B

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

Rating: 2000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[StarSilk's solution](#)

2665.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[StarSilk's solution](#)

2666.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[StarSilk's solution](#)

2667.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-02 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[StarSilk's solution](#)

2668.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[StarSilk's solution](#)

2669.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[StarSilk's solution](#)

2670.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[StarSilk's solution](#)

2671.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[StarSilk's solution](#)

2672.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[StarSilk's solution](#)

2673.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-15 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[StarSilk's solution](#)

2674.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

2675.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[StarSilk's solution](#)

2676.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[StarSilk's solution](#)

2677.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[StarSilk's solution](#)

2678.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[StarSilk's solution](#)

2679.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[StarSilk's solution](#)

2680.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[StarSilk's solution](#)

2681.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

2682.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[StarSilk's solution](#)

2683.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[StarSilk's solution](#)

2684.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[StarSilk's solution](#)

2685.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

2686.

1770D

[Koxia and Game](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2687.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[StarSilk's solution](#)

2688.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[StarSilk's solution](#)

2689.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[StarSilk's solution](#)

2690.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

2691.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[StarSilk's solution](#)

2692.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

2693.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[StarSilk's solution](#)

2694.

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

[StarSilk's solution](#)

2695.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[StarSilk's solution](#)

2696.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, strings

[StarSilk's solution](#)

2697.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,215 global accepts · Rating: 2000 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[StarSilk's solution](#)

2698.

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[StarSilk's solution](#)

2699.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[StarSilk's solution](#)

2700.

2210D

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

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[StarSilk's solution](#)

2701.

2210C2

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

Quality: 2,147 global accepts · Rating: 2100 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[StarSilk's solution](#)

2702.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

2703.

2205E

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

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[StarSilk's solution](#)

2704.

2192E

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

Quality: 2,079 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

[StarSilk's solution](#)

2705.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[StarSilk's solution](#)

2706.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[StarSilk's solution](#)

2707.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[StarSilk's solution](#)

2708.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[StarSilk's solution](#)

2709.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[StarSilk's solution](#)

2710.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[StarSilk's solution](#)

2711.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[StarSilk's solution](#)

2712.

2161D

[Locked Out](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2713.

2162F

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

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

2714.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[StarSilk's solution](#)

2715.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[StarSilk's solution](#)

2716.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

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2717.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

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2718.

2150C

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Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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2719.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

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2720.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

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2721.

2127E

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Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[StarSilk's solution](#)

2722.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

2723.

2119D

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Quality: 3,471 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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2724.

2123G

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Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[StarSilk's solution](#)

2725.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[StarSilk's solution](#)

2726.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[StarSilk's solution](#)

2727.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

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2728.

2074G

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Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[StarSilk's solution](#)

2729.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[StarSilk's solution](#)

2730.

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

[StarSilk's solution](#)

2731.

2051G

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Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[StarSilk's solution](#)

2732.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[StarSilk's solution](#)

2733.

1185F

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Quality: 2,237 global accepts · Rating: 2100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

[StarSilk's solution](#)

2734.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[StarSilk's solution](#)

2735.

2044H

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Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

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2736.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[StarSilk's solution](#)

2737.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[StarSilk's solution](#)

2738.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[StarSilk's solution](#)

2739.

1187E

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Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[StarSilk's solution](#)

2740.

2038K

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Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[StarSilk's solution](#)

2741.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[StarSilk's solution](#)

2742.

2037F

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Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[StarSilk's solution](#)

2743.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[StarSilk's solution](#)

2744.

2029E

[Common Generator](#) · [Tutorial](#)

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

[StarSilk's solution](#)

2745.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[StarSilk's solution](#)

2746.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[StarSilk's solution](#)

2747.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

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2748.

1267K

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Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

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2749.

2008H

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Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[StarSilk's solution](#)

2750.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[StarSilk's solution](#)

2751.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[StarSilk's solution](#)

2752.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[StarSilk's solution](#)

2753.

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[StarSilk's solution](#)

2754.

1266E

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Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[StarSilk's solution](#)

2755.

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[StarSilk's solution](#)

2756.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[StarSilk's solution](#)

2757.

1271E

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Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math

[StarSilk's solution](#)

2758.

1271D

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Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy,

implementation, sortings

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2759.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[StarSilk's solution](#)

2760.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[StarSilk's solution](#)

2761.

1363D

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Quality: 4,413 global accepts · Rating: 2100 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[StarSilk's solution](#)

2762.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[StarSilk's solution](#)

2763.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[StarSilk's solution](#)

2764.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[StarSilk's solution](#)

2765.

1354E

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Quality: 3,724 global accepts · Rating: 2100 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[StarSilk's solution](#)

2766.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[StarSilk's solution](#)

2767.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

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2768.

1970B2

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

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

2769.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[StarSilk's solution](#)

2770.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[StarSilk's solution](#)

2771.

1499D

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Quality: 7,041 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

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2772.

1666J

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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

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2773.

1418D

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Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

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2774.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2024-03-03 · last AC: 2024-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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2775.

1942D

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Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[StarSilk's solution](#)

2776.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[StarSilk's solution](#)

2777.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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2778.

1419E

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Quality: 3,505 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[StarSilk's solution](#)

2779.

1434C

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Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[StarSilk's solution](#)

2780.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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2781.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[StarSilk's solution](#)

2782.

1933F

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

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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2783.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[StarSilk's solution](#)

2784.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[StarSilk's solution](#)

2785.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

2786.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[StarSilk's solution](#)

2787.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[StarSilk's solution](#)

2788.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[StarSilk's solution](#)

2789.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[StarSilk's solution](#)

2790.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

2791.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

2792.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[StarSilk's solution](#)

2793.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[StarSilk's solution](#)

2794.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy, math

[StarSilk's solution](#)

2795.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[StarSilk's solution](#)

2796.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

2797.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[StarSilk's solution](#)

2798.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[StarSilk's solution](#)

2799.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[StarSilk's solution](#)

2800.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[StarSilk's solution](#)

2801.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[StarSilk's solution](#)

2802.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[StarSilk's solution](#)

2803.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[StarSilk's solution](#)

2804.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

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2805.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[StarSilk's solution](#)

2806.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[StarSilk's solution](#)

2807.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[StarSilk's solution](#)

2808.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[StarSilk's solution](#)

2809.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[StarSilk's solution](#)

2810.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

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2811.

1725F

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Quality: 1,143 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, sortings

[StarSilk's solution](#)

2812.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[StarSilk's solution](#)

2813.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[StarSilk's solution](#)

2814.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[StarSilk's solution](#)

2815.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[StarSilk's solution](#)

2816.

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

[StarSilk's solution](#)

2817.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

2818.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[StarSilk's solution](#)

2819.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

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2820.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[StarSilk's solution](#)

2821.

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

[StarSilk's solution](#)

2822.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

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2823.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[StarSilk's solution](#)

2824.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

2825.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[StarSilk's solution](#)

2826.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

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2827.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-24 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[StarSilk's solution](#)

2828.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-02-01 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[StarSilk's solution](#)

2829.

1787E

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Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[StarSilk's solution](#)

2830.

1790F

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

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-02-28 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[StarSilk's solution](#)

2831.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[StarSilk's solution](#)

2832.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[StarSilk's solution](#)

2833.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[StarSilk's solution](#)

2834.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[StarSilk's solution](#)

2835.

1811F

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Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-05 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

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2836.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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2837.

1821E

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Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[StarSilk's solution](#)

2838.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-13 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[StarSilk's solution](#)

2839.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

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2840.

1839D

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Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

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2841.

1628D1

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Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

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2842.

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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2843.

1626D

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Quality: 4,330 global accepts · Rating: 2100 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

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2844.

1671E

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[StarSilk's solution](#)

2845.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

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2846.

1637E

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Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

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2847.

1710B

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Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[StarSilk's solution](#)

2848.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[StarSilk's solution](#)

2849.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[StarSilk's solution](#)

2850.

1775E

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[StarSilk's solution](#)

2851.

920E

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Quality: 7,747 global accepts · Rating: 2100 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[StarSilk's solution](#)

2852.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[StarSilk's solution](#)

2853.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

2854.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-12-02 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[StarSilk's solution](#)

2855.

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[StarSilk's solution](#)

2856.

1684E

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Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[StarSilk's solution](#)

2857.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[StarSilk's solution](#)

2858.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[StarSilk's solution](#)

2859.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[StarSilk's solution](#)

2860.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[StarSilk's solution](#)

2861.

2209E

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

Quality: 1,766 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[StarSilk's solution](#)

2862.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[StarSilk's solution](#)

2863.

2208D2

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

Quality: 1,833 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[StarSilk's solution](#)

2864.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[StarSilk's solution](#)

2865.

2206C

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Quality: 630 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

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2866.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[StarSilk's solution](#)

2867.

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[StarSilk's solution](#)

2868.

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[StarSilk's solution](#)

2869.

2178F

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

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

[StarSilk's solution](#)

2870.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[StarSilk's solution](#)

2871.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[StarSilk's solution](#)

2872.

2173E

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Quality: 1,536 global accepts · Rating: 2200 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[StarSilk's solution](#)

2873.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,681 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarSilk's solution](#)

2874.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[StarSilk's solution](#)

2875.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[StarSilk's solution](#)

2876.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[StarSilk's solution](#)

2877.

2144E1

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

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[StarSilk's solution](#)

2878.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
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2879.

2137G

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Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs
[StarSilk's solution](#)

2880.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
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2881.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[StarSilk's solution](#)

2882.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[StarSilk's solution](#)

2883.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[StarSilk's solution](#)

2884.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory
[StarSilk's solution](#)

2885.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[StarSilk's solution](#)

2886.

2108D

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

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive
[StarSilk's solution](#)

2887.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[StarSilk's solution](#)

2888.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

2889.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,928 global accepts · Rating: 2200 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[StarSilk's solution](#)

2890.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[StarSilk's solution](#)

2891.

2085E

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Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[StarSilk's solution](#)

2892.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

2893.

2070E

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Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[StarSilk's solution](#)

2894.

2072G

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Quality: 2,146 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[StarSilk's solution](#)

2895.

2065H

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Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[StarSilk's solution](#)

2896.

1175E

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

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[StarSilk's solution](#)

2897.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[StarSilk's solution](#)

2898.

2060F

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Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[StarSilk's solution](#)

2899.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 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

[StarSilk's solution](#)

2900.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[StarSilk's solution](#)

2901.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[StarSilk's solution](#)

2902.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[StarSilk's solution](#)

2903.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[StarSilk's solution](#)

2904.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[StarSilk's solution](#)

2905.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[StarSilk's solution](#)

2906.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[StarSilk's solution](#)

2907.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

2908.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[StarSilk's solution](#)

2909.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

2910.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[StarSilk's solution](#)

2911.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[StarSilk's solution](#)

2912.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

2913.

2030E

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

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

[StarSilk's solution](#)

2914.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[StarSilk's solution](#)

2915.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[StarSilk's solution](#)

2916.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[StarSilk's solution](#)

2917.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number

theory

[StarSilk's solution](#)

2918.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[StarSilk's solution](#)

2919.

1194E

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[StarSilk's solution](#)

2920.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[StarSilk's solution](#)

2921.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[StarSilk's solution](#)

2922.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[StarSilk's solution](#)

2923.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[StarSilk's solution](#)

2924.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[StarSilk's solution](#)

2925.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[StarSilk's solution](#)

2926.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[StarSilk's solution](#)

2927.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[StarSilk's solution](#)

2928.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[StarSilk's solution](#)

2929.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[StarSilk's solution](#)

2930.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[StarSilk's solution](#)

2931.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[StarSilk's solution](#)

2932.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[StarSilk's solution](#)

2933.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[StarSilk's solution](#)

2934.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[StarSilk's solution](#)

2935.

1968G2

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

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[StarSilk's solution](#)

2936.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

2937.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation
[StarSilk's solution](#)

2938.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
[StarSilk's solution](#)

2939.

1407D

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

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs
[StarSilk's solution](#)

2940.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[StarSilk's solution](#)

2941.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy
[StarSilk's solution](#)

2942.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[StarSilk's solution](#)

2943.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[StarSilk's solution](#)

2944.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, trees
[StarSilk's solution](#)

2945.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[StarSilk's solution](#)

2946.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[StarSilk's solution](#)

2947.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[StarSilk's solution](#)

2948.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

2949.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[StarSilk's solution](#)

2950.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[StarSilk's solution](#)

2951.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[StarSilk's solution](#)

2952.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings

[StarSilk's solution](#)

2953.

1926F

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

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[StarSilk's solution](#)

2954.

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms

[StarSilk's solution](#)

2955.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[StarSilk's solution](#)

2956.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[StarSilk's solution](#)

2957.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[StarSilk's solution](#)

2958.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)

2959.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[StarSilk's solution](#)

2960.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[StarSilk's solution](#)

2961.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[StarSilk's solution](#)

2962.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

2963.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[StarSilk's solution](#)

2964.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

2965.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[StarSilk's solution](#)

2966.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[StarSilk's solution](#)

2967.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[StarSilk's solution](#)

2968.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[StarSilk's solution](#)

2969.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[StarSilk's solution](#)

2970.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[StarSilk's solution](#)

2971.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[StarSilk's solution](#)

2972.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[StarSilk's solution](#)

2973.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[StarSilk's solution](#)

2974.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[StarSilk's solution](#)

2975.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[StarSilk's solution](#)

2976.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[StarSilk's solution](#)

2977.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[StarSilk's solution](#)

2978.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[StarSilk's solution](#)

2979.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[StarSilk's solution](#)

2980.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[StarSilk's solution](#)

2981.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[StarSilk's solution](#)

2982.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[StarSilk's solution](#)

2983.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[StarSilk's solution](#)

2984.

1867E2

[Salvg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[StarSilk's solution](#)

2985.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[StarSilk's solution](#)

2986.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[StarSilk's solution](#)

2987.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[StarSilk's solution](#)

2988.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[StarSilk's solution](#)

2989.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[StarSilk's solution](#)

2990.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[StarSilk's solution](#)

2991.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[StarSilk's solution](#)

2992.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

2993.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[StarSilk's solution](#)

2994.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[StarSilk's solution](#)

2995.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[StarSilk's solution](#)

2996.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation,

shortest paths, two pointers

[StarSilk's solution](#)

2997.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-24 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[StarSilk's solution](#)

2998.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[StarSilk's solution](#)

2999.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[StarSilk's solution](#)

3000.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[StarSilk's solution](#)

3001.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[StarSilk's solution](#)

3002.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[StarSilk's solution](#)

3003.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[StarSilk's solution](#)

3004.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[StarSilk's solution](#)

3005.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[StarSilk's solution](#)

3006.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[StarSilk's solution](#)

3007.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[StarSilk's solution](#)

3008.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-28 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[StarSilk's solution](#)

3009.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[StarSilk's solution](#)

3010.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[StarSilk's solution](#)

3011.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[StarSilk's solution](#)

3012.

1840G1

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

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-07 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[StarSilk's solution](#)

3013.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[StarSilk's solution](#)

3014.

1769D2

[A, 3D0001 CT2DôBCαC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[StarSilk's solution](#)

3015.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy,

implementation

[StarSilk's solution](#)

3016.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2200 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[StarSilk's solution](#)

3017.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[StarSilk's solution](#)

3018.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[StarSilk's solution](#)

3019.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[StarSilk's solution](#)

3020.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[StarSilk's solution](#)

3021.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[StarSilk's solution](#)

3022.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[StarSilk's solution](#)

3023.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[StarSilk's solution](#)

3024.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[StarSilk's solution](#)

3025.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[StarSilk's solution](#)

3026.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[StarSilk's solution](#)

3027.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

3028.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[StarSilk's solution](#)

3029.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[StarSilk's solution](#)

3030.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[StarSilk's solution](#)

3031.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[StarSilk's solution](#)

3032.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[StarSilk's solution](#)

3033.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[StarSilk's solution](#)

3034.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[StarSilk's solution](#)

3035.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-08 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[StarSilk's solution](#)

3036.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[StarSilk's solution](#)

3037.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[StarSilk's solution](#)

3038.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

3039.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[StarSilk's solution](#)

3040.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[StarSilk's solution](#)

3041.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[StarSilk's solution](#)

3042.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[StarSilk's solution](#)

3043.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-07-21 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[StarSilk's solution](#)

3044.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[StarSilk's solution](#)

3045.

2194F1

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

Quality: 887 global accepts · Rating: 2300 · first AC: 2026-02-16 · last AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[StarSilk's solution](#)

3046.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[StarSilk's solution](#)

3047.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[StarSilk's solution](#)

3048.

2182F1

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

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

[StarSilk's solution](#)

3049.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[StarSilk's solution](#)

3050.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[StarSilk's solution](#)

3051.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[StarSilk's solution](#)

3052.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[StarSilk's solution](#)

3053.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[StarSilk's solution](#)

3054.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[StarSilk's solution](#)

3055.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[StarSilk's solution](#)

3056.

2147E

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

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

[StarSilk's solution](#)

3057.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[StarSilk's solution](#)

3058.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[StarSilk's solution](#)

3059.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[StarSilk's solution](#)

3060.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[StarSilk's solution](#)

3061.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[StarSilk's solution](#)

3062.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[StarSilk's solution](#)

3063.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[StarSilk's solution](#)

3064.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[StarSilk's solution](#)

3065.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[StarSilk's solution](#)

3066.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[StarSilk's solution](#)

3067.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[StarSilk's solution](#)

3068.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special

[StarSilk's solution](#)

3069.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[StarSilk's solution](#)

3070.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[StarSilk's solution](#)

3071.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[StarSilk's solution](#)

3072.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[StarSilk's solution](#)

3073.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

3074.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, number theory

[StarSilk's solution](#)

3075.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu,

graphs, shortest paths, sortings

[StarSilk's solution](#)

3076.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[StarSilk's solution](#)

3077.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[StarSilk's solution](#)

3078.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3079.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[StarSilk's solution](#)

3080.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[StarSilk's solution](#)

3081.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[StarSilk's solution](#)

3082.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[StarSilk's solution](#)

3083.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers

[StarSilk's solution](#)

3084.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[StarSilk's solution](#)

3085.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[StarSilk's solution](#)

3086.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[StarSilk's solution](#)

3087.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[StarSilk's solution](#)

3088.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[StarSilk's solution](#)

3089.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3090.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[StarSilk's solution](#)

3091.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[StarSilk's solution](#)

3092.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[StarSilk's solution](#)

3093.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[StarSilk's solution](#)

3094.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities, shortest paths

[StarSilk's solution](#)

3095.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[StarSilk's solution](#)

3096.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[StarSilk's solution](#)

3097.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[StarSilk's solution](#)

3098.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[StarSilk's solution](#)

3099.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[StarSilk's solution](#)

3100.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[StarSilk's solution](#)

3101.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

3102.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[StarSilk's solution](#)

3103.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3104.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[StarSilk's solution](#)

3105.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[StarSilk's solution](#)

3106.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[StarSilk's solution](#)

3107.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[StarSilk's solution](#)

3108.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[StarSilk's solution](#)

3109.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[StarSilk's solution](#)

3110.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[StarSilk's solution](#)

3111.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarSilk's solution](#)

3112.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarSilk's solution](#)

3113.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarSilk's solution](#)

3114.

1970B3

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

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

3115.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[StarSilk's solution](#)

3116.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory
[StarSilk's solution](#)

3117.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[StarSilk's solution](#)

3118.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[StarSilk's solution](#)

3119.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[StarSilk's solution](#)

3120.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[StarSilk's solution](#)

3121.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[StarSilk's solution](#)

3122.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[StarSilk's solution](#)

3123.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, games

[StarSilk's solution](#)

3124.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[StarSilk's solution](#)

3125.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[StarSilk's solution](#)

3126.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings
[StarSilk's solution](#)

3127.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[StarSilk's solution](#)

3128.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

3129.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math
[StarSilk's solution](#)

3130.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[StarSilk's solution](#)

3131.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[StarSilk's solution](#)

3132.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[StarSilk's solution](#)

3133.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[StarSilk's solution](#)

3134.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[StarSilk's solution](#)

3135.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[StarSilk's solution](#)

3136.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[StarSilk's solution](#)

3137.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[StarSilk's solution](#)

3138.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[StarSilk's solution](#)

3139.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[StarSilk's solution](#)

3140.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[StarSilk's solution](#)

3141.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation

[StarSilk's solution](#)

3142.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[StarSilk's solution](#)

3143.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

3144.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[StarSilk's solution](#)

3145.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[StarSilk's solution](#)

3146.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[StarSilk's solution](#)

3147.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[StarSilk's solution](#)

3148.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[StarSilk's solution](#)

3149.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[StarSilk's solution](#)

3150.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[StarSilk's solution](#)

3151.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

3152.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[StarSilk's solution](#)

3153.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[StarSilk's solution](#)

3154.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory
[StarSilk's solution](#)

3155.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[StarSilk's solution](#)

3156.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[StarSilk's solution](#)

3157.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[StarSilk's solution](#)

3158.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[StarSilk's solution](#)

3159.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[StarSilk's solution](#)

3160.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[StarSilk's solution](#)

3161.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[StarSilk's solution](#)

3162.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, two pointers

[StarSilk's solution](#)

3163.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

3164.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[StarSilk's solution](#)

3165.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[StarSilk's solution](#)

3166.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[StarSilk's solution](#)

3167.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[StarSilk's solution](#)

3168.

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[StarSilk's solution](#)

3169.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

3170.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[StarSilk's solution](#)

3171.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[StarSilk's solution](#)

3172.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[StarSilk's solution](#)

3173.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[StarSilk's solution](#)

3174.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[StarSilk's solution](#)

3175.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[StarSilk's solution](#)

3176.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[StarSilk's solution](#)

3177.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[StarSilk's solution](#)

3178.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[StarSilk's solution](#)

3179.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-02-23 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[StarSilk's solution](#)

3180.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[StarSilk's solution](#)

3181.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[StarSilk's solution](#)

3182.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[StarSilk's solution](#)

3183.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[StarSilk's solution](#)

3184.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[StarSilk's solution](#)

3185.

1824B2

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

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[StarSilk's solution](#)

3186.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[StarSilk's solution](#)

3187.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[StarSilk's solution](#)

3188.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[StarSilk's solution](#)

3189.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[StarSilk's solution](#)

3190.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[StarSilk's solution](#)

3191.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[StarSilk's solution](#)

3192.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[StarSilk's solution](#)

3193.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[StarSilk's solution](#)

3194.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[StarSilk's solution](#)

3195.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[StarSilk's solution](#)

3196.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-14 · last AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[StarSilk's solution](#)

3197.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-09-28 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[StarSilk's solution](#)

3198.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[StarSilk's solution](#)

3199.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-11-25 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[StarSilk's solution](#)

3200.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[StarSilk's solution](#)

3201.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-19 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[StarSilk's solution](#)

3202.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[StarSilk's solution](#)

3203.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[StarSilk's solution](#)

3204.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[StarSilk's solution](#)

3205.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[StarSilk's solution](#)

3206.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[StarSilk's solution](#)

3207.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[StarSilk's solution](#)

3208.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[StarSilk's solution](#)

3209.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[StarSilk's solution](#)

3210.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[StarSilk's solution](#)

3211.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[StarSilk's solution](#)

3212.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[StarSilk's solution](#)

3213.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[StarSilk's solution](#)

3214.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[StarSilk's solution](#)

3215.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

3216.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[StarSilk's solution](#)

3217.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

3218.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[StarSilk's solution](#)

3219.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[StarSilk's solution](#)

3220.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[StarSilk's solution](#)

3221.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[StarSilk's solution](#)

3222.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[StarSilk's solution](#)

3223.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[StarSilk's solution](#)

3224.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[StarSilk's solution](#)

3225.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[StarSilk's solution](#)

3226.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, graph matchings

[StarSilk's solution](#)

3227.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[StarSilk's solution](#)

3228.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[StarSilk's solution](#)

3229.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[StarSilk's solution](#)

3230.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[StarSilk's solution](#)

3231.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[StarSilk's solution](#)

3232.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[StarSilk's solution](#)

3233.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

3234.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[StarSilk's solution](#)

3235.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3236.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[StarSilk's solution](#)

3237.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[StarSilk's solution](#)

3238.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[StarSilk's solution](#)

3239.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[StarSilk's solution](#)

3240.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[StarSilk's solution](#)

3241.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

3242.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[StarSilk's solution](#)

3243.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[StarSilk's solution](#)

3244.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[StarSilk's solution](#)

3245.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data

structures, dp, implementation

[StarSilk's solution](#)

3246.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[StarSilk's solution](#)

3247.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[StarSilk's solution](#)

3248.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[StarSilk's solution](#)

3249.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[StarSilk's solution](#)

3250.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[StarSilk's solution](#)

3251.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, interactive

[StarSilk's solution](#)

3252.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[StarSilk's solution](#)

3253.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[StarSilk's solution](#)

3254.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

3255.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[StarSilk's solution](#)

3256.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[StarSilk's solution](#)

3257.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[StarSilk's solution](#)

3258.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[StarSilk's solution](#)

3259.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[StarSilk's solution](#)

3260.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[StarSilk's solution](#)

3261.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[StarSilk's solution](#)

3262.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[StarSilk's solution](#)

3263.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[StarSilk's solution](#)

3264.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[StarSilk's solution](#)

3265.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[StarSilk's solution](#)

3266.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[StarSilk's solution](#)

3267.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[StarSilk's solution](#)

3268.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[StarSilk's solution](#)

3269.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[StarSilk's solution](#)

3270.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[StarSilk's solution](#)

3271.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[StarSilk's solution](#)

3272.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[StarSilk's solution](#)

3273.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[StarSilk's solution](#)

3274.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[StarSilk's solution](#)

3275.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[StarSilk's solution](#)

3276.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees
[StarSilk's solution](#)

3277.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[StarSilk's solution](#)

3278.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
[StarSilk's solution](#)

3279.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[StarSilk's solution](#)

3280.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[StarSilk's solution](#)

3281.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings
[StarSilk's solution](#)

3282.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
[StarSilk's solution](#)

3283.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[StarSilk's solution](#)

3284.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[StarSilk's solution](#)

3285.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[StarSilk's solution](#)

3286.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities

[StarSilk's solution](#)

3287.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[StarSilk's solution](#)

3288.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[StarSilk's solution](#)

3289.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[StarSilk's solution](#)

3290.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, probabilities

[StarSilk's solution](#)

3291.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[StarSilk's solution](#)

3292.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[StarSilk's solution](#)

3293.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[StarSilk's solution](#)

3294.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[StarSilk's solution](#)

3295.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[StarSilk's solution](#)

3296.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[StarSilk's solution](#)

3297.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

3298.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

3299.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[StarSilk's solution](#)

3300.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[StarSilk's solution](#)

3301.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[StarSilk's solution](#)

3302.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[StarSilk's solution](#)

3303.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

3304.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3305.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[StarSilk's solution](#)

3306.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-12-01 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[StarSilk's solution](#)

3307.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[StarSilk's solution](#)

3308.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, greedy

[StarSilk's solution](#)

3309.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[StarSilk's solution](#)

3310.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[StarSilk's solution](#)

3311.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[StarSilk's solution](#)

3312.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[StarSilk's solution](#)

3313.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[StarSilk's solution](#)

3314.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[StarSilk's solution](#)

3315.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[StarSilk's solution](#)

3316.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[StarSilk's solution](#)

3317.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[StarSilk's solution](#)

3318.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[StarSilk's solution](#)

3319.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[StarSilk's solution](#)

3320.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[StarSilk's solution](#)

3321.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[StarSilk's solution](#)

3322.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[StarSilk's solution](#)

3323.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[StarSilk's solution](#)

3324.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[StarSilk's solution](#)

3325.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[StarSilk's solution](#)

3326.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[StarSilk's solution](#)

3327.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[StarSilk's solution](#)

3328.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[StarSilk's solution](#)

3329.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[StarSilk's solution](#)

3330.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[StarSilk's solution](#)

3331.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[StarSilk's solution](#)

3332.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[StarSilk's solution](#)

3333.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[StarSilk's solution](#)

3334.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[StarSilk's solution](#)

3335.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[StarSilk's solution](#)

3336.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[StarSilk's solution](#)

3337.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[StarSilk's solution](#)

3338.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

3339.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[StarSilk's solution](#)

3340.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[StarSilk's solution](#)

3341.

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

[StarSilk's solution](#)

3342.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[StarSilk's solution](#)

3343.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[StarSilk's solution](#)

3344.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[StarSilk's solution](#)

3345.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[StarSilk's solution](#)

3346.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[StarSilk's solution](#)

3347.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3348.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-02-17 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[StarSilk's solution](#)

3349.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-02-26 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[StarSilk's solution](#)

3350.

1780E

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

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[StarSilk's solution](#)

3351.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-24 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[StarSilk's solution](#)

3352.

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-21 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[StarSilk's solution](#)

3353.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[StarSilk's solution](#)

3354.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-13 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[StarSilk's solution](#)

3355.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-24 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[StarSilk's solution](#)

3356.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

3357.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[StarSilk's solution](#)

3358.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-19 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[StarSilk's solution](#)

3359.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[StarSilk's solution](#)

3360.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[StarSilk's solution](#)

3361.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

3362.

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[StarSilk's solution](#)

3363.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[StarSilk's solution](#)

3364.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[StarSilk's solution](#)

3365.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[StarSilk's solution](#)

3366.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[StarSilk's solution](#)

3367.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[StarSilk's solution](#)

3368.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[StarSilk's solution](#)

3369.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[StarSilk's solution](#)

3370.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[StarSilk's solution](#)

3371.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[StarSilk's solution](#)

3372.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[StarSilk's solution](#)

3373.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[StarSilk's solution](#)

3374.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[StarSilk's solution](#)

3375.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[StarSilk's solution](#)

3376.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[StarSilk's solution](#)

3377.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[StarSilk's solution](#)

3378.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[StarSilk's solution](#)

3379.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[StarSilk's solution](#)

3380.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[StarSilk's solution](#)

3381.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[StarSilk's solution](#)

3382.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[StarSilk's solution](#)

3383.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[StarSilk's solution](#)

3384.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[StarSilk's solution](#)

3385.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[StarSilk's solution](#)

3386.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-17 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[StarSilk's solution](#)

3387.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[StarSilk's solution](#)

3388.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-12-05 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[StarSilk's solution](#)

3389.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-19 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[StarSilk's solution](#)

3390.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[StarSilk's solution](#)

3391.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[StarSilk's solution](#)

3392.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[StarSilk's solution](#)

3393.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-07-10 · last AC: 2022-07-20 · GNU C11 (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

3394.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[StarSilk's solution](#)

3395.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[StarSilk's solution](#)

3396.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[StarSilk's solution](#)

3397.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[StarSilk's solution](#)

3398.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[StarSilk's solution](#)

3399.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[StarSilk's solution](#)

3400.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[StarSilk's solution](#)

3401.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[StarSilk's solution](#)

3402.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[StarSilk's solution](#)

3403.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[StarSilk's solution](#)

3404.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[StarSilk's solution](#)

3405.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[StarSilk's solution](#)

3406.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[StarSilk's solution](#)

3407.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[StarSilk's solution](#)

3408.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[StarSilk's solution](#)

3409.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

3410.

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[StarSilk's solution](#)

3411.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[StarSilk's solution](#)

3412.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[StarSilk's solution](#)

3413.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

3414.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[StarSilk's solution](#)

3415.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[StarSilk's solution](#)

3416.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[StarSilk's solution](#)

3417.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[StarSilk's solution](#)

3418.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[StarSilk's solution](#)

3419.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[StarSilk's solution](#)

3420.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[StarSilk's solution](#)

3421.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[StarSilk's solution](#)

3422.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarSilk's solution](#)

3423.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[StarSilk's solution](#)

3424.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[StarSilk's solution](#)

3425.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[StarSilk's solution](#)

3426.

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

[StarSilk's solution](#)

3427.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[StarSilk's solution](#)

3428.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, sortings

[StarSilk's solution](#)

3429.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, implementation, math

[StarSilk's solution](#)

3430.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[StarSilk's solution](#)

3431.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[StarSilk's solution](#)

3432.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[StarSilk's solution](#)

3433.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[StarSilk's solution](#)

3434.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[StarSilk's solution](#)

3435.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[StarSilk's solution](#)

3436.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[StarSilk's solution](#)

3437.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[StarSilk's solution](#)

3438.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[StarSilk's solution](#)

3439.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[StarSilk's solution](#)

3440.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[StarSilk's solution](#)

3441.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[StarSilk's solution](#)

3442.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: games

[StarSilk's solution](#)

3443.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[StarSilk's solution](#)

3444.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[StarSilk's solution](#)

3445.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[StarSilk's solution](#)

3446.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[StarSilk's solution](#)

3447.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[StarSilk's solution](#)

3448.

2005E2

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

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[StarSilk's solution](#)

3449.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[StarSilk's solution](#)

3450.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[StarSilk's solution](#)

3451.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[StarSilk's solution](#)

3452.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[StarSilk's solution](#)

3453.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[StarSilk's solution](#)

3454.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[StarSilk's solution](#)

3455.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[StarSilk's solution](#)

3456.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[StarSilk's solution](#)

3457.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[StarSilk's solution](#)

3458.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[StarSilk's solution](#)

3459.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[StarSilk's solution](#)

3460.

1986G2

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

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[StarSilk's solution](#)

3461.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[StarSilk's solution](#)

3462.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[StarSilk's solution](#)

3463.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[StarSilk's solution](#)

3464.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[StarSilk's solution](#)

3465.

1314B

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

Rating: 2500 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[StarSilk's solution](#)

3466.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[StarSilk's solution](#)

3467.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[StarSilk's solution](#)

3468.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[StarSilk's solution](#)

3469.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[StarSilk's solution](#)

3470.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[StarSilk's solution](#)

3471.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, sortings

[StarSilk's solution](#)

3472.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[StarSilk's solution](#)

3473.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[StarSilk's solution](#)

3474.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings
[StarSilk's solution](#)

3475.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[StarSilk's solution](#)

3476.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[StarSilk's solution](#)

3477.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[StarSilk's solution](#)

3478.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[StarSilk's solution](#)

3479.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[StarSilk's solution](#)

3480.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[StarSilk's solution](#)

3481.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[StarSilk's solution](#)

3482.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation
[StarSilk's solution](#)

3483.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[StarSilk's solution](#)

3484.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[StarSilk's solution](#)

3485.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[StarSilk's solution](#)

3486.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[StarSilk's solution](#)

3487.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[StarSilk's solution](#)

3488.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[StarSilk's solution](#)

3489.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[StarSilk's solution](#)

3490.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[StarSilk's solution](#)

3491.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[StarSilk's solution](#)

3492.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[StarSilk's solution](#)

3493.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[StarSilk's solution](#)

3494.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[StarSilk's solution](#)

3495.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[StarSilk's solution](#)

3496.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[StarSilk's solution](#)

3497.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[StarSilk's solution](#)

3498.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[StarSilk's solution](#)

3499.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[StarSilk's solution](#)

3500.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-10-02 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[StarSilk's solution](#)

3501.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[StarSilk's solution](#)

3502.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[StarSilk's solution](#)

3503.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[StarSilk's solution](#)

3504.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

3505.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[StarSilk's solution](#)

3506.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[StarSilk's solution](#)

3507.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

3508.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3509.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[StarSilk's solution](#)

3510.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[StarSilk's solution](#)

3511.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[StarSilk's solution](#)

3512.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math

[StarSilk's solution](#)

3513.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

3514.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[StarSilk's solution](#)

3515.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[StarSilk's solution](#)

3516.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3517.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[StarSilk's solution](#)

3518.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[StarSilk's solution](#)

3519.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[StarSilk's solution](#)

3520.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[StarSilk's solution](#)

3521.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[StarSilk's solution](#)

3522.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[StarSilk's solution](#)

3523.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[StarSilk's solution](#)

3524.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[StarSilk's solution](#)

3525.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[StarSilk's solution](#)

3526.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: games, two pointers

[StarSilk's solution](#)

3527.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[StarSilk's solution](#)

3528.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[StarSilk's solution](#)

3529.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[StarSilk's solution](#)

3530.

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

[StarSilk's solution](#)

3531.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[StarSilk's solution](#)

3532.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[StarSilk's solution](#)

3533.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[StarSilk's solution](#)

3534.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[StarSilk's solution](#)

3535.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[StarSilk's solution](#)

3536.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[StarSilk's solution](#)

3537.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[StarSilk's solution](#)

3538.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-24 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[StarSilk's solution](#)

3539.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-24 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, greedy, interactive

[StarSilk's solution](#)

3540.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-24 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[StarSilk's solution](#)

3541.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[StarSilk's solution](#)

3542.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[StarSilk's solution](#)

3543.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[StarSilk's solution](#)

3544.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-02 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[StarSilk's solution](#)

3545.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-03-26 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[StarSilk's solution](#)

3546.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[StarSilk's solution](#)

3547.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[StarSilk's solution](#)

3548.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-24 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[StarSilk's solution](#)

3549.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[StarSilk's solution](#)

3550.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-30 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[StarSilk's solution](#)

3551.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[StarSilk's solution](#)

3552.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3553.

1840G2

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

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-07 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[StarSilk's solution](#)

3554.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[StarSilk's solution](#)

3555.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[StarSilk's solution](#)

3556.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[StarSilk's solution](#)

3557.

1658E

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

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[StarSilk's solution](#)

3558.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[StarSilk's solution](#)

3559.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[StarSilk's solution](#)

3560.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[StarSilk's solution](#)

3561.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[StarSilk's solution](#)

3562.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[StarSilk's solution](#)

3563.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[StarSilk's solution](#)

3564.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[StarSilk's solution](#)

3565.

1778E

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

Quality: 1,109 global accepts · Rating: 2500 · first AC: 2023-02-15 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[StarSilk's solution](#)

3566.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[StarSilk's solution](#)

3567.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[StarSilk's solution](#)

3568.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[StarSilk's solution](#)

3569.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[StarSilk's solution](#)

3570.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[StarSilk's solution](#)

3571.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[StarSilk's solution](#)

3572.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[StarSilk's solution](#)

3573.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[StarSilk's solution](#)

3574.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[StarSilk's solution](#)

3575.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-20 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[StarSilk's solution](#)

3576.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[StarSilk's solution](#)

3577.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[StarSilk's solution](#)

3578.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[StarSilk's solution](#)

3579.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[StarSilk's solution](#)

3580.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[StarSilk's solution](#)

3581.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[StarSilk's solution](#)

3582.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[StarSilk's solution](#)

3583.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[StarSilk's solution](#)

3584.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[StarSilk's solution](#)

3585.

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[StarSilk's solution](#)

3586.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[StarSilk's solution](#)

3587.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[StarSilk's solution](#)

3588.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[StarSilk's solution](#)

3589.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[StarSilk's solution](#)

3590.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[StarSilk's solution](#)

3591.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[StarSilk's solution](#)

3592.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[StarSilk's solution](#)

3593.

2122E

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

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[StarSilk's solution](#)

3594.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[StarSilk's solution](#)

3595.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, graphs

[StarSilk's solution](#)

3596.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[StarSilk's solution](#)

3597.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[StarSilk's solution](#)

3598.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[StarSilk's solution](#)

3599.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[StarSilk's solution](#)

3600.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[StarSilk's solution](#)

3601.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[StarSilk's solution](#)

3602.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[StarSilk's solution](#)

3603.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

3604.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[StarSilk's solution](#)

3605.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy

[StarSilk's solution](#)

3606.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[StarSilk's solution](#)

3607.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[StarSilk's solution](#)

3608.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[StarSilk's solution](#)

3609.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[StarSilk's solution](#)

3610.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[StarSilk's solution](#)

3611.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[StarSilk's solution](#)

3612.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[StarSilk's solution](#)

3613.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[StarSilk's solution](#)

3614.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[StarSilk's solution](#)

3615.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[StarSilk's solution](#)

3616.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[StarSilk's solution](#)

3617.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[StarSilk's solution](#)

3618.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[StarSilk's solution](#)

3619.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[StarSilk's solution](#)

3620.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[StarSilk's solution](#)

3621.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[StarSilk's solution](#)

3622.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[StarSilk's solution](#)

3623.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[StarSilk's solution](#)

3624.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[StarSilk's solution](#)

3625.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[StarSilk's solution](#)

3626.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[StarSilk's solution](#)

3627.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[StarSilk's solution](#)

3628.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[StarSilk's solution](#)

3629.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[StarSilk's solution](#)

3630.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[StarSilk's solution](#)

3631.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[StarSilk's solution](#)

3632.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[StarSilk's solution](#)

3633.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[StarSilk's solution](#)

3634.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[StarSilk's solution](#)

3635.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[StarSilk's solution](#)

3636.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[StarSilk's solution](#)

3637.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[StarSilk's solution](#)

3638.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[StarSilk's solution](#)

3639.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[StarSilk's solution](#)

3640.

1970D2

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

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[StarSilk's solution](#)

3641.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[StarSilk's solution](#)

3642.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[StarSilk's solution](#)

3643.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, expression parsing

[StarSilk's solution](#)

3644.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[StarSilk's solution](#)

3645.

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[StarSilk's solution](#)

3646.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy

[StarSilk's solution](#)

3647.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[StarSilk's solution](#)

3648.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

3649.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[StarSilk's solution](#)

3650.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[StarSilk's solution](#)

3651.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

3652.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[StarSilk's solution](#)

3653.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

3654.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[StarSilk's solution](#)

3655.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[StarSilk's solution](#)

3656.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[StarSilk's solution](#)

3657.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[StarSilk's solution](#)

3658.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

3659.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[StarSilk's solution](#)

3660.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[StarSilk's solution](#)

3661.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[StarSilk's solution](#)

3662.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory

[StarSilk's solution](#)

3663.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[StarSilk's solution](#)

3664.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[StarSilk's solution](#)

3665.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[StarSilk's solution](#)

3666.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[StarSilk's solution](#)

3667.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[StarSilk's solution](#)

3668.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[StarSilk's solution](#)

3669.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[StarSilk's solution](#)

3670.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[StarSilk's solution](#)

3671.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarSilk's solution](#)

3672.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[StarSilk's solution](#)

3673.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[StarSilk's solution](#)

3674.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[StarSilk's solution](#)

3675.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices

[StarSilk's solution](#)

3676.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[StarSilk's solution](#)

3677.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[StarSilk's solution](#)

3678.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[StarSilk's solution](#)

3679.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[StarSilk's solution](#)

3680.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[StarSilk's solution](#)

3681.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[StarSilk's solution](#)

3682.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[StarSilk's solution](#)

3683.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers
[StarSilk's solution](#)

3684.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[StarSilk's solution](#)

3685.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[StarSilk's solution](#)

3686.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[StarSilk's solution](#)

3687.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[StarSilk's solution](#)

3688.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[StarSilk's solution](#)

3689.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[StarSilk's solution](#)

3690.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-04 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings
[StarSilk's solution](#)

3691.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-12 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[StarSilk's solution](#)

3692.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-22 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[StarSilk's solution](#)

3693.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[StarSilk's solution](#)

3694.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-15 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[StarSilk's solution](#)

3695.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[StarSilk's solution](#)

3696.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[StarSilk's solution](#)

3697.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[StarSilk's solution](#)

3698.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[StarSilk's solution](#)

3699.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3700.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

3701.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[StarSilk's solution](#)

3702.

1793E

[Velevin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[StarSilk's solution](#)

3703.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

3704.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

3705.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[StarSilk's solution](#)

3706.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[StarSilk's solution](#)

3707.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[StarSilk's solution](#)

3708.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[StarSilk's solution](#)

3709.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-20 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[StarSilk's solution](#)

3710.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[StarSilk's solution](#)

3711.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[StarSilk's solution](#)

3712.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[StarSilk's solution](#)

3713.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[StarSilk's solution](#)

3714.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[StarSilk's solution](#)

3715.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[StarSilk's solution](#)

3716.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[StarSilk's solution](#)

3717.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-19 · last AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[StarSilk's solution](#)

3718.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[StarSilk's solution](#)

3719.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[StarSilk's solution](#)

3720.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3721.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[StarSilk's solution](#)**3722.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[StarSilk's solution](#)**3723.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[StarSilk's solution](#)**3724.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[StarSilk's solution](#)**3725.**

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[StarSilk's solution](#)**3726.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[StarSilk's solution](#)**3727.**

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[StarSilk's solution](#)**3728.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[StarSilk's solution](#)**3729.**

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[StarSilk's solution](#)**3730.**

2073C

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

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

3731.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[StarSilk's solution](#)

3732.

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

[StarSilk's solution](#)

3733.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[StarSilk's solution](#)

3734.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[StarSilk's solution](#)

3735.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[StarSilk's solution](#)

3736.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[StarSilk's solution](#)

3737.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[StarSilk's solution](#)

3738.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[StarSilk's solution](#)

3739.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[StarSilk's solution](#)

3740.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[StarSilk's solution](#)

3741.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[StarSilk's solution](#)

3742.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[StarSilk's solution](#)

3743.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[StarSilk's solution](#)

3744.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[StarSilk's solution](#)

3745.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[StarSilk's solution](#)

3746.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[StarSilk's solution](#)

3747.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarSilk's solution](#)

3748.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[StarSilk's solution](#)

3749.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[StarSilk's solution](#)

3750.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[StarSilk's solution](#)

3751.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[StarSilk's solution](#)

3752.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[StarSilk's solution](#)

3753.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[StarSilk's solution](#)

3754.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[StarSilk's solution](#)

3755.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat

[StarSilk's solution](#)

3756.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[StarSilk's solution](#)

3757.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[StarSilk's solution](#)

3758.

2009G3

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

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[StarSilk's solution](#)

3759.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[StarSilk's solution](#)

3760.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

3761.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[StarSilk's solution](#)

3762.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[StarSilk's solution](#)

3763.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[StarSilk's solution](#)

3764.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[StarSilk's solution](#)

3765.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarSilk's solution](#)

3766.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[StarSilk's solution](#)

3767.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[StarSilk's solution](#)

3768.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[StarSilk's solution](#)

3769.

336E

[Vasily the Bear and Painting Square](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2700 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation

[StarSilk's solution](#)

3770.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs,

shortest paths

[StarSilk's solution](#)

3771.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[StarSilk's solution](#)

3772.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[StarSilk's solution](#)

3773.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[StarSilk's solution](#)

3774.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[StarSilk's solution](#)

3775.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[StarSilk's solution](#)

3776.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs

[StarSilk's solution](#)

3777.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry, graphs

[StarSilk's solution](#)

3778.

1366G

[Construct the String](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[StarSilk's solution](#)

3779.

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[StarSilk's solution](#)

3780.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[StarSilk's solution](#)

3781.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[StarSilk's solution](#)

3782.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp

[StarSilk's solution](#)

3783.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-01-23 · last AC: 2024-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

3784.

1957F2

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

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[StarSilk's solution](#)

3785.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[StarSilk's solution](#)

3786.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[StarSilk's solution](#)

3787.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[StarSilk's solution](#)

3788.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[StarSilk's solution](#)

3789.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[StarSilk's solution](#)

3790.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[StarSilk's solution](#)

3791.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[StarSilk's solution](#)

3792.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[StarSilk's solution](#)

3793.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[StarSilk's solution](#)

3794.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[StarSilk's solution](#)

3795.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-02-16 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[StarSilk's solution](#)

3796.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[StarSilk's solution](#)

3797.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[StarSilk's solution](#)

3798.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[StarSilk's solution](#)

3799.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[StarSilk's solution](#)

3800.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, number theory

[StarSilk's solution](#)

3801.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, matrices

[StarSilk's solution](#)

3802.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3803.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[StarSilk's solution](#)

3804.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[StarSilk's solution](#)

3805.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[StarSilk's solution](#)

3806.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[StarSilk's solution](#)

3807.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, math

[StarSilk's solution](#)

3808.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[StarSilk's solution](#)

3809.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

3810.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[StarSilk's solution](#)

3811.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[StarSilk's solution](#)

3812.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[StarSilk's solution](#)

3813.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[StarSilk's solution](#)

3814.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[StarSilk's solution](#)

3815.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[StarSilk's solution](#)

3816.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[StarSilk's solution](#)

3817.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[StarSilk's solution](#)

3818.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[StarSilk's solution](#)

3819.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[StarSilk's solution](#)

3820.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[StarSilk's solution](#)

3821.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[StarSilk's solution](#)

3822.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-03-15 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[StarSilk's solution](#)

3823.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[StarSilk's solution](#)

3824.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[StarSilk's solution](#)

3825.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-14 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[StarSilk's solution](#)

3826.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[StarSilk's solution](#)

3827.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[StarSilk's solution](#)

3828.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[StarSilk's solution](#)

3829.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[StarSilk's solution](#)

3830.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks,

constructive algorithms, divide and conquer, interactive, probabilities

[StarSilk's solution](#)

3831.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[StarSilk's solution](#)

3832.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[StarSilk's solution](#)

3833.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-07-21 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[StarSilk's solution](#)

3834.

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[StarSilk's solution](#)

3835.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[StarSilk's solution](#)

3836.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[StarSilk's solution](#)

3837.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[StarSilk's solution](#)

3838.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, string suffix structures

[StarSilk's solution](#)

3839.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[StarSilk's solution](#)

3840.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[StarSilk's solution](#)

3841.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[StarSilk's solution](#)

3842.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[StarSilk's solution](#)

3843.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[StarSilk's solution](#)

3844.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[StarSilk's solution](#)

3845.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[StarSilk's solution](#)

3846.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[StarSilk's solution](#)

3847.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[StarSilk's solution](#)

3848.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

3849.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[StarSilk's solution](#)

3850.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[StarSilk's solution](#)

3851.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[StarSilk's solution](#)

3852.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[StarSilk's solution](#)

3853.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[StarSilk's solution](#)

3854.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[StarSilk's solution](#)

3855.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[StarSilk's solution](#)

3856.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[StarSilk's solution](#)

3857.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[StarSilk's solution](#)

3858.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[StarSilk's solution](#)

3859.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[StarSilk's solution](#)

3860.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[StarSilk's solution](#)

3861.

2027E1

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

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math
[StarSilk's solution](#)

3862.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[StarSilk's solution](#)

3863.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings
[StarSilk's solution](#)

3864.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[StarSilk's solution](#)

3865.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[StarSilk's solution](#)

3866.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees
[StarSilk's solution](#)

3867.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
[StarSilk's solution](#)

3868.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[StarSilk's solution](#)

3869.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
[StarSilk's solution](#)

3870.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[StarSilk's solution](#)

3871.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[StarSilk's solution](#)

3872.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[StarSilk's solution](#)

3873.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[StarSilk's solution](#)

3874.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[StarSilk's solution](#)

3875.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[StarSilk's solution](#)

3876.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, two pointers

[StarSilk's solution](#)

3877.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[StarSilk's solution](#)

3878.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[StarSilk's solution](#)

3879.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, strings

[StarSilk's solution](#)

3880.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[StarSilk's solution](#)

3881.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[StarSilk's solution](#)

3882.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[StarSilk's solution](#)

3883.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[StarSilk's solution](#)

3884.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[StarSilk's solution](#)

3885.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[StarSilk's solution](#)

3886.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[StarSilk's solution](#)

3887.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[StarSilk's solution](#)

3888.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[StarSilk's solution](#)

3889.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2024-04-28 · last AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu, trees

[StarSilk's solution](#)

3890.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[StarSilk's solution](#)

3891.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[StarSilk's solution](#)

3892.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[StarSilk's solution](#)

3893.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-02-23 · last AC: 2024-04-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, shortest paths

[StarSilk's solution](#)

3894.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[StarSilk's solution](#)

3895.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[StarSilk's solution](#)

3896.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-01 · last AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3897.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[StarSilk's solution](#)

3898.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[StarSilk's solution](#)

3899.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[StarSilk's solution](#)

3900.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[StarSilk's solution](#)

3901.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[StarSilk's solution](#)

3902.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[StarSilk's solution](#)

3903.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[StarSilk's solution](#)

3904.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings
[StarSilk's solution](#)

3905.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[StarSilk's solution](#)

3906.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[StarSilk's solution](#)

3907.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[StarSilk's solution](#)

3908.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[StarSilk's solution](#)

3909.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[StarSilk's solution](#)

3910.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees
[StarSilk's solution](#)

3911.

1913F

[Palindromic Problem](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[StarSilk's solution](#)

3912.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[StarSilk's solution](#)

3913.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[StarSilk's solution](#)

3914.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[StarSilk's solution](#)

3915.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[StarSilk's solution](#)

3916.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

3917.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[StarSilk's solution](#)

3918.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[StarSilk's solution](#)

3919.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3920.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[StarSilk's solution](#)

3921.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

3922.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[StarSilk's solution](#)

3923.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[StarSilk's solution](#)

3924.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[StarSilk's solution](#)

3925.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[StarSilk's solution](#)

3926.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[StarSilk's solution](#)

3927.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[StarSilk's solution](#)

3928.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[StarSilk's solution](#)

3929.

2162H

[Beautiful Problem](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[StarSilk's solution](#)

3930.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[StarSilk's solution](#)

3931.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[StarSilk's solution](#)

3932.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[StarSilk's solution](#)

3933.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[StarSilk's solution](#)

3934.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[StarSilk's solution](#)

3935.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[StarSilk's solution](#)

3936.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[StarSilk's solution](#)

3937.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

3938.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[StarSilk's solution](#)

3939.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[StarSilk's solution](#)

3940.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[StarSilk's solution](#)

3941.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[StarSilk's solution](#)

3942.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[StarSilk's solution](#)

3943.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

3944.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3945.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[StarSilk's solution](#)

3946.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[StarSilk's solution](#)

3947.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[StarSilk's solution](#)

3948.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

3949.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

3950.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

3951.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[StarSilk's solution](#)

3952.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: math

[StarSilk's solution](#)

3953.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[StarSilk's solution](#)

3954.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[StarSilk's solution](#)

3955.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[StarSilk's solution](#)

3956.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[StarSilk's solution](#)

3957.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[StarSilk's solution](#)

3958.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[StarSilk's solution](#)

3959.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

3960.

1698G

[Long Binary String](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2900 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[StarSilk's solution](#)

3961.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, math

[StarSilk's solution](#)

3962.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[StarSilk's solution](#)

3963.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[StarSilk's solution](#)

3964.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

3965.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[StarSilk's solution](#)

3966.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[StarSilk's solution](#)

3967.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[StarSilk's solution](#)

3968.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[StarSilk's solution](#)

3969.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[StarSilk's solution](#)

3970.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[StarSilk's solution](#)

3971.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[StarSilk's solution](#)

3972.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[StarSilk's solution](#)

3973.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, trees

[StarSilk's solution](#)

3974.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[StarSilk's solution](#)

3975.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

3976.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[StarSilk's solution](#)

3977.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[StarSilk's solution](#)

3978.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[StarSilk's solution](#)

3979.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

3980.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarSilk's solution](#)

3981.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, geometry

[StarSilk's solution](#)

3982.

1450H1

[Multithreading \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[StarSilk's solution](#)

3983.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[StarSilk's solution](#)

3984.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[StarSilk's solution](#)

3985.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[StarSilk's solution](#)

3986.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, math

[StarSilk's solution](#)

3987.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[StarSilk's solution](#)

3988.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[StarSilk's solution](#)

3989.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory, sortings

[StarSilk's solution](#)

3990.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: games, number theory

[StarSilk's solution](#)

3991.

1901F

[Landscaping](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, two pointers

[StarSilk's solution](#)

3992.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory, probabilities

[StarSilk's solution](#)

3993.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[StarSilk's solution](#)

3994.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[StarSilk's solution](#)

3995.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[StarSilk's solution](#)

3996.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[StarSilk's solution](#)

3997.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[StarSilk's solution](#)

3998.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[StarSilk's solution](#)

3999.

2120G

[Eulerian Line Graph](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[StarSilk's solution](#)

4000.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[StarSilk's solution](#)

4001.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[StarSilk's solution](#)

4002.

2086F

[Online Palindrome](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[StarSilk's solution](#)

4003.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[StarSilk's solution](#)

4004.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[StarSilk's solution](#)

4005.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[StarSilk's solution](#)

4006.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[StarSilk's solution](#)

4007.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[StarSilk's solution](#)

4008.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[StarSilk's solution](#)

4009.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

4010.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[StarSilk's solution](#)

4011.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: flows

[StarSilk's solution](#)

4012.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[StarSilk's solution](#)

4013.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[StarSilk's solution](#)

4014.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[StarSilk's solution](#)

4015.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[StarSilk's solution](#)

4016.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[StarSilk's solution](#)

4017.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry

[StarSilk's solution](#)

4018.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[StarSilk's solution](#)

4019.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

4020.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[StarSilk's solution](#)

4021.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[StarSilk's solution](#)

4022.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[StarSilk's solution](#)

4023.

1236F

[Alice and the Cactus](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3000 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[StarSilk's solution](#)

4024.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[StarSilk's solution](#)

4025.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[StarSilk's solution](#)

4026.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, trees

[StarSilk's solution](#)

4027.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[StarSilk's solution](#)

4028.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[StarSilk's solution](#)

4029.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[StarSilk's solution](#)

4030.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[StarSilk's solution](#)

4031.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[StarSilk's solution](#)

4032.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[StarSilk's solution](#)

4033.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[StarSilk's solution](#)

4034.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

4035.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[StarSilk's solution](#)

4036.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[StarSilk's solution](#)

4037.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[StarSilk's solution](#)

4038.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[StarSilk's solution](#)

4039.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[StarSilk's solution](#)

4040.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[StarSilk's solution](#)

4041.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[StarSilk's solution](#)

4042.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[StarSilk's solution](#)

4043.

2172C

[Circles Are Far from Each Other](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3100 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[StarSilk's solution](#)

4044.

2172D

[Divisor Card Game](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3100 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[StarSilk's solution](#)

4045.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[StarSilk's solution](#)

4046.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[StarSilk's solution](#)

4047.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[StarSilk's solution](#)

4048.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[StarSilk's solution](#)

4049.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[StarSilk's solution](#)

4050.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[StarSilk's solution](#)

4051.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4052.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[StarSilk's solution](#)

4053.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft

[StarSilk's solution](#)

4054.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[StarSilk's solution](#)

4055.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[StarSilk's solution](#)

4056.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[StarSilk's solution](#)

4057.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[StarSilk's solution](#)

4058.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[StarSilk's solution](#)

4059.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[StarSilk's solution](#)

4060.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

4061.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[StarSilk's solution](#)

4062.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[StarSilk's solution](#)

4063.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[StarSilk's solution](#)

4064.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[StarSilk's solution](#)

4065.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[StarSilk's solution](#)

4066.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

4067.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[StarSilk's solution](#)

4068.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[StarSilk's solution](#)

4069.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[StarSilk's solution](#)

4070.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[StarSilk's solution](#)

4071.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[StarSilk's solution](#)

4072.

2190E

[Median Permutation](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[StarSilk's solution](#)

4073.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[StarSilk's solution](#)

4074.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[StarSilk's solution](#)

4075.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[StarSilk's solution](#)

4076.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[StarSilk's solution](#)

4077.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[StarSilk's solution](#)

4078.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[StarSilk's solution](#)

4079.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[StarSilk's solution](#)

4080.

2080A

[Strong Connectivity Strikes Back](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3200 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, graphs

[StarSilk's solution](#)

4081.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

4082.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[StarSilk's solution](#)

4083.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[StarSilk's solution](#)

4084.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[StarSilk's solution](#)

4085.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: flows

[StarSilk's solution](#)

4086.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[StarSilk's solution](#)

4087.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[StarSilk's solution](#)

4088.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[StarSilk's solution](#)

4089.

2004G

[Substring Compression](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[StarSilk's solution](#)

4090.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[StarSilk's solution](#)

4091.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[StarSilk's solution](#)

4092.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[StarSilk's solution](#)

4093.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[StarSilk's solution](#)

4094.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[StarSilk's solution](#)

4095.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[StarSilk's solution](#)

4096.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-27 · last AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[StarSilk's solution](#)

4097.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[StarSilk's solution](#)

4098.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[StarSilk's solution](#)

4099.

2119F

[Volcanic Eruptions](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3300 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[StarSilk's solution](#)

4100.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[StarSilk's solution](#)

4101.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[StarSilk's solution](#)

4102.

2081E

[Quantifier](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3300 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[StarSilk's solution](#)

4103.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[StarSilk's solution](#)

4104.

2079A

[Alice, Bob, And Two Arrays](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: 3300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, games

[StarSilk's solution](#)

4105.

2073E

[Minus Operator](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[StarSilk's solution](#)

4106.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[StarSilk's solution](#)

4107.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[StarSilk's solution](#)

4108.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarSilk's solution](#)

4109.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[StarSilk's solution](#)

4110.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[StarSilk's solution](#)

4111.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[StarSilk's solution](#)

4112.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[StarSilk's solution](#)

4113.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, geometry

[StarSilk's solution](#)

4114.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[StarSilk's solution](#)

4115.

2124H

[Longest Good Subsequence](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, trees

[StarSilk's solution](#)

4116.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[StarSilk's solution](#)

4117.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, two pointers

[StarSilk's solution](#)

4118.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4119.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[StarSilk's solution](#)

4120.

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: games

[StarSilk's solution](#)

4121.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[StarSilk's solution](#)

4122.

2181K

[Knit the Grid](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, matrices

[StarSilk's solution](#)

4123.

2150G

[Counting Is Fun: The Finale](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation

[StarSilk's solution](#)

4124.

2124I

[Lexicographic Partition](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, trees

[StarSilk's solution](#)

4125.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[StarSilk's solution](#)

4126.

1868E

[Min-Sum-Max](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 3500 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[StarSilk's solution](#)

4127.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[StarSilk's solution](#)

4128.

2084H

[Turtle and Nediam 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[StarSilk's solution](#)

4129.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4130.

2002H

[Counting 101](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[StarSilk's solution](#)

4131.

1874G

[Jellyfish and Inscryption](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3500 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp
[StarSilk's solution](#)

4132.

1943F

[Minimum Hamming Distance](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp
[StarSilk's solution](#)

4133.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[StarSilk's solution](#)

4134.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[StarSilk's solution](#)

4135.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[StarSilk's solution](#)

4136.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[StarSilk's solution](#)

4137.

2062G

[Permutation Factory](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs

[StarSilk's solution](#)

4138.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[StarSilk's solution](#)

4139.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[StarSilk's solution](#)

4140.

2053H

[Delicate Anti-monotonous Operations](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: 3500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[StarSilk's solution](#)

4141.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[StarSilk's solution](#)

4142.

1874F

[Jellyfish and OEIS](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[StarSilk's solution](#)

4143.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, matrices

[StarSilk's solution](#)

4144.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs

[StarSilk's solution](#)

4145.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[StarSilk's solution](#)

4146.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[StarSilk's solution](#)

4147.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[StarSilk's solution](#)

4148.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[StarSilk's solution](#)

4149.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,627 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[StarSilk's solution](#)

4150.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,627 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[StarSilk's solution](#)

4151.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 14,913 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[StarSilk's solution](#)

4152.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 17,896 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[StarSilk's solution](#)

4153.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,272 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[StarSilk's solution](#)

4154.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings, trees

[StarSilk's solution](#)

4155.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[StarSilk's solution](#)

4156.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[StarSilk's solution](#)

4157.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[StarSilk's solution](#)

4158.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[StarSilk's solution](#)

4159.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,937 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[StarSilk's solution](#)

4160.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,042 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

4161.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, number theory

[StarSilk's solution](#)

4162.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[StarSilk's solution](#)

4163.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,301 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[StarSilk's solution](#)

4164.

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[StarSilk's solution](#)

4165.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,635 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarSilk's solution](#)

4166.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[StarSilk's solution](#)

4167.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[StarSilk's solution](#)

4168.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[StarSilk's solution](#)

4169.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,976 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[StarSilk's solution](#)

4170.

106252D

[LED Display Renovation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4171.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[StarSilk's solution](#)

4172.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[StarSilk's solution](#)

4173.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[StarSilk's solution](#)

4174.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,304 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[StarSilk's solution](#)

4175.

103371I

[Organizing Colored Sheets](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4176.

105941I

[g v, Q Q, y g v,,](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4177.

105941L

[Astral Decay](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4178.

105941C

[Toxel Nt Sim Mp't](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4179.

105941K

[Ring Trick II](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4180.

105941A

[Toxel Ntuneancev,,^•R](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4181.

105941E

[Siutrti](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4182.

105941G

[vũtng Y'rìzĚ-Æ](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4183.

105941F

[Tubnk-i](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4184.

105941H

[h ȮQyep](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4185.

105941J

[Ring Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4186.

105941M

[jY@,zz\[f-b](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4187.

105941D

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4188.

105941B

[-•g:Initial](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4189.

105928D

[Phaethon's Melody](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4190.

105928J

[k-MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4191.

105928E

[LCM Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4192.

105928M

[Bridge IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4193.

105928C

[Knight](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4194.

105928H

[An AtCoder-style Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4195.

105928L

[AL-1S](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4196.

105928F

[Where the West Wind Ends](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4197.

105928B

[Adventure for Black](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4198.

105928K

[Pleasure of Hope](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4199.

105928I

[FST: First Search Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4200.

105928A

[Balanced Eating](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4201.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4202.

105911L

[Regnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4203.

105911H

[Bingo Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4204.

105911J

[Hot Pepper](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4205.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4206.

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4207.

105911F

[Caloric Difference](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4208.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4209.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4210.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4211.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4212.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4213.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4214.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4215.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4216.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · last AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4217.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4218.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4219.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4220.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4221.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4222.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4223.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4224.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4225.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4226.

2095F

[IS Cæþ 0B \\$ab1CvD](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, math

[StarSilk's solution](#)

4227.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force

[StarSilk's solution](#)

4228.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[StarSilk's solution](#)

4229.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory

[StarSilk's solution](#)

4230.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory

[StarSilk's solution](#)

4231.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[StarSilk's solution](#)

4232.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[StarSilk's solution](#)

4233.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[StarSilk's solution](#)

4234.

105588I

[Items](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4235.

105588B

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4236.

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4237.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4238.

105588D

[Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4239.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4240.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4241.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4242.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4243.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4244.

105588M

[Matrix Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4245.

105578F

[Light Up the Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4246.

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · last AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4247.

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4248.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4249.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4250.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4251.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4252.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4253.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4254.

105487B

[Aho-Corasick Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4255.

105487K

[Xiao Kai's Dream of Provincial Scholarship](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4256.

105487D

[Excellent Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4257.

105487I

[String Duplication](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4258.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4259.

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4260.

105487G

[Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4261.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4262.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4263.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4264.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4265.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4266.

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, geometry
[StarSilk's solution](#)

4267.

105423F

[Too noisy](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4268.

105423G

[Utakotoba](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4269.

105423D

[Too much noise!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4270.

105423A

[Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4271.

105423H

[Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4272.

105423J

[Beautiful Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4273.

105423K

[Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4274.

105423I

[epcmhA\)"!û~ß](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4275.

105423E

[būcWz](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4276.

105423C

[easy math](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4277.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4278.

103729B

[Potion\(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4279.

103729C

[Potion\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4280.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4281.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4282.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4283.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4284.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4285.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4286.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4287.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4288.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4289.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4290.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4291.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4292.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4293.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4294.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4295.

105254R

[Zoo Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4296.

105254T

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4297.

105254Q

[Doing the Container Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4298.

105254U

[Toy Train Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4299.

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4300.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4301.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4302.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4303.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4304.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4305.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4306.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4307.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4308.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4309.

102511B

[Beautiful Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4310.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4311.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4312.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4313.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4314.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4315.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4316.

104633B

[The Cost of Speed Limits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4317.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4318.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4319.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4320.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4321.

1046330

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4322.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4323.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarSilk's solution](#)

4324.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4325.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4326.

103329B

[Might and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4327.

103329C

[0 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4328.

103329G

[Power Station of Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4329.

103329D

[Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4330.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4331.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarSilk's solution](#)

4332.

105214A

[Anton's ABCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4333.

105214K

[King's Dinner](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4334.

105214F

[Football in Osijek](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4335.

105214C

[Curly Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4336.

105214D

[Division 3 Polyglot](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[StarSilk's solution](#)

4337.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4338.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4339.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4340.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4341.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4342.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4343.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4344.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4345.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4346.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4347.

104459I

[Connected Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4348.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, strings

[StarSilk's solution](#)

4349.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[StarSilk's solution](#)

4350.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[StarSilk's solution](#)

4351.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[StarSilk's solution](#)

4352.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[StarSilk's solution](#)

4353.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, games, math

[StarSilk's solution](#)

4354.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[StarSilk's solution](#)

4355.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[StarSilk's solution](#)

4356.

105028E

[RBS Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4357.

105028D

[Tree Merger](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4358.

105028C

[Perfect Square Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4359.

105028B

[Sequence Duplication](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4360.

105028A

[Minimum Black Cells](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4361.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · last AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[StarSilk's solution](#)

4362.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4363.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4364.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4365.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4366.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4367.

104891A

[\(-1.1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4368.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4369.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, data structures, sortings

[StarSilk's solution](#)

4370.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[StarSilk's solution](#)

4371.

1940A

[Parallel Universes](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[StarSilk's solution](#)

4372.

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, games

[StarSilk's solution](#)

4373.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[StarSilk's solution](#)

4374.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, two pointers

[StarSilk's solution](#)

4375.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4376.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · last AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[StarSilk's solution](#)

4377.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4378.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[StarSilk's solution](#)

4379.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4380.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4381.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[StarSilk's solution](#)

4382.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[StarSilk's solution](#)

4383.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4384.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory

[StarSilk's solution](#)

4385.

104805F

[Bickford fuse](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4386.

104805D

[An abstract painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4387.

104805J

[Lampshade](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4388.

104805H

[Crawling](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4389.

104805I

[Problem on array](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4390.

104805B

[The Moon golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4391.

104805E

[Alley](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4392.

104805G

[Sleep](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4393.

104805C

[Fare](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4394.

104805K

[Get the numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4395.

104805M

[Choosing a name](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[StarSilk's solution](#)

4396.

104805L

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarSilk's solution](#)

4397.

104805A

[Number System](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4398.

104805N

[First words](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4399.

104725B

[Eq Nk/](#)

Rating: — · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4400.

104725J

[WYojMG•ù•Ñ€](#)

Rating: — · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4401.

104725E

[I8N1NPW](#)

Rating: — · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4402.

104725G

[1/2pufSiHj\[ùb](#)

Rating: — · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4403.

104725H

[Wt8N2n8b](#)

Rating: — · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4404.

104725L

[Q1b08b](#)

Rating: — · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4405.

104725F

[g TmSG\[P^•R](#)

Rating: — · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4406.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4407.

104725A

[u7A2ziqeQ•N](#)

Rating: — · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4408.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[StarSilk's solution](#)

4409.

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[StarSilk's solution](#)

4410.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[StarSilk's solution](#)

4411.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[StarSilk's solution](#)

4412.

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[StarSilk's solution](#)

4413.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4414.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4415.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[StarSilk's solution](#)

4416.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4417.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4418.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4419.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4420.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4421.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4422.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4423.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4424.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4425.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4426.

103447B

[Magical Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4427.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4428.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4429.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4430.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4431.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4432.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[StarSilk's solution](#)

4433.

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Quality: 622 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

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1812J

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104068D

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4453.

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