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Unique solved — Ste

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

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Filters: none

Count: 1,394

1.

2210A

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2.

2207A

[1-1](#) · [Tutorial](#)

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3.

2193B

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4.

2193A

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Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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5.

2172A

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

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6.

2161A

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7.

2148A

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8.

2126B

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9.

2126A

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10.

2096A

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11.

2084A

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12.

2074B

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13.

2074A

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14.

2062A

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15.

2040A

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2039A

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2035A

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19.

2008A

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20.

2008B

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21.

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23.

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24.

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25.

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26.

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27.

1969A

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28.

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29.

1956B

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30.

1956A

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1942A

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1946A

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33.

1930A

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34.

1922A

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35.

1921A

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1919B

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1916A

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1909A

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43.

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44.

1902A

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45.

1896A

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46.

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48.

1881A

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50.

1866A

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51.

1853A

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52.

1850A

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53.

1850B

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54.

1850C

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56.

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57.

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1764A

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59.

1758A

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60.

1717A

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1705A

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62.

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1637A

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1616A

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69.

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70.

1622A

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71.

1615A

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72.

1620A

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73.

1591A

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74.

1604A

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75.

1556A

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76.

1562A

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1561A

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78.

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79.

1552A

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80.

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81.

1530A

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82.

1547B

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83.

1547A

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84.

1542A

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1541A
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1537A
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1536A
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1516A
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1484A
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96.

1499A

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97.

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1492A

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99.

1490A

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100.

1487A

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102.

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103.

1466B

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104.

1466A

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105.

1450A

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107.

1452C

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108.

1452A

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109.

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111.

1445A

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Quality: 20,364 global accepts · Rating: 800 · first AC: 2020-11-01 · Java 11 (first AC) · Tags: greedy, sortings

[Ste's solution](#)

112.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · Java 11 (first AC) · Tags: math

[Ste's solution](#)

113.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · Java 11 (first AC) · Tags: math

[Ste's solution](#)

114.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-05 · Java 11 (first AC) · Tags: geometry, math

[Ste's solution](#)

115.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · Java 11 (first AC) · Tags: constructive algorithms

[Ste's solution](#)

116.

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · Java 11 (first AC) · Tags: greedy, math

[Ste's solution](#)

117.

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-09-07 · Java 11 (first AC) · Tags: constructive algorithms

[Ste's solution](#)

118.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-08-31 · Java 11 (first AC) · Tags: greedy, strings

[Ste's solution](#)

119.

2210B

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Quality: 17,571 global accepts · Rating: 900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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120.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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121.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Ste's solution](#)

122.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ste's solution](#)

123.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Ste's solution](#)

124.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Ste's solution](#)

125.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ste's solution](#)

126.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ste's solution](#)

127.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,400 global accepts · Rating: 900 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ste's solution](#)

128.

1896B

[AB Flipping](#) · [Tutorial](#)

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

[Ste's solution](#)

129.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · Java 11 (first AC) · Tags: math

[Ste's solution](#)

130.

1875A

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

Quality: 47,027 global accepts · Rating: 900 · first AC: 2023-09-30 · Java 11 (first AC) · Tags: brute force, greedy

[Ste's solution](#)

131.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[Ste's solution](#)

132.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,081 global accepts · Rating: 900 · first AC: 2023-09-10 · Java 8 (first AC) · Tags: constructive algorithms

[Ste's solution](#)

133.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,835 global accepts · Rating: 900 · first AC: 2023-07-21 · Java 11 (first AC) · Tags: brute force, greedy, implementation, sortings

[Ste's solution](#)

134.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · Java 11 (first AC) · Tags: games, math

[Ste's solution](#)

135.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · Java 11 (first AC) · Tags: math, number theory

[Ste's solution](#)

136.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · Java 11 (first AC) · Tags: constructive algorithms

[Ste's solution](#)

137.

1705B

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

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Ste's solution](#)

138.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · Java 11 (first AC) · Tags: greedy

[Ste's solution](#)

139.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · Java 11 (first AC) · Tags: combinatorics, greedy, math

[Ste's solution](#)

140.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2021-07-07 · Java 11 (first AC) · Tags: greedy, math, number theory

[Ste's solution](#)

141.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,322 global accepts · Rating: 900 · first AC: 2021-06-18 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

[Ste's solution](#)

142.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-04 · Java 11 (first AC) · Tags: bitmasks, brute force, implementation

[Ste's solution](#)

143.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · Java 11 (first AC) · Tags: greedy, implementation

[Ste's solution](#)

144.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · Java 11 (first AC) · Tags: greedy, implementation, sortings

[Ste's solution](#)

145.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · Java 11 (first AC) · Tags: dp, greedy, implementation, strings

[Ste's solution](#)

146.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · Java 11 (first AC) · Tags: greedy, math

[Ste's solution](#)

147.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · Java 11 (first AC) · Tags: constructive algorithms, math

[Ste's solution](#)

148.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · Java 11 (first AC) · Tags: games, greedy, implementation

[Ste's solution](#)

149.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-09-18 · Java 11 (first AC) · Tags: brute force, data structures

[Ste's solution](#)

150.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · Java 11 (first AC) · Tags: greedy, implementation, math

[Ste's solution](#)

151.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-09-01 · Java 11 (first AC) · Tags: constructive algorithms, math

[Ste's solution](#)

152.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ste's solution](#)

153.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Ste's solution](#)

154.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ste's solution](#)

155.

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ste's solution](#)

156.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Ste's solution](#)

157.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ste's solution](#)

158.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Ste's solution](#)

159.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ste's solution](#)

160.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ste's solution](#)

161.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Ste's solution](#)

162.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ste's solution](#)

163.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ste's solution](#)

164.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[Ste's solution](#)

165.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · Java 11 (first AC) · Tags: constructive algorithms

[Ste's solution](#)

166.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · Java 11 (first AC) · Tags: brute force, greedy

[Ste's solution](#)

167.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · Java 11 (first AC) · Tags: data structures, greedy, math, sortings

[Ste's solution](#)

168.

1620B

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

Quality: 31,482 global accepts · Rating: 1000 · first AC: 2021-12-18 · Java 11 (first AC) · Tags: geometry, greedy, math

[Ste's solution](#)

169.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · Java 11 (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Ste's solution](#)

170.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-06-13 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[Ste's solution](#)

171.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · Java 11 (first AC) · Tags: brute force, geometry, math, number theory
[Ste's solution](#)

172.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation
[Ste's solution](#)

173.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-21 · Java 11 (first AC) · Tags: brute force, constructive algorithms, math
[Ste's solution](#)

174.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · Java 11 (first AC) · Tags: dp, greedy
[Ste's solution](#)

175.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · Java 11 (first AC) · Tags: constructive algorithms, greedy
[Ste's solution](#)

176.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-28 · Java 11 (first AC) · Tags: brute force, math, number theory
[Ste's solution](#)

177.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · Java 11 (first AC) · Tags: brute force, geometry, greedy
[Ste's solution](#)

178.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: greedy, math
[Ste's solution](#)

179.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[Ste's solution](#)

180.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-09-14 · Java 11 (first AC) · Tags: math
[Ste's solution](#)

181.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-07 · Java 11 (first AC) · Tags: constructive algorithms, implementation
[Ste's solution](#)

182.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Ste's solution](#)

183.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Ste's solution](#)

184.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Ste's solution](#)

185.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Ste's solution](#)

186.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[Ste's solution](#)

187.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ste's solution](#)

188.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ste's solution](#)

189.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ste's solution](#)

190.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Ste's solution](#)

191.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ste's solution](#)

192.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ste's solution](#)

193.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Ste's solution](#)

194.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Ste's solution](#)

195.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Ste's solution](#)

196.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Ste's solution](#)

197.

1902B

[Getting Points](#) · [Tutorial](#)

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

[Ste's solution](#)

198.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

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

[Ste's solution](#)

199.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 1100 · first AC: 2023-09-10 · Java 11 (first AC) · Tags: geometry, math, shortest paths, sortings

[Ste's solution](#)

200.

1850E

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

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · Java 11 (first AC) · Tags: binary search, geometry, implementation, math

[Ste's solution](#)

201.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · Java 11 (first AC) · Tags: greedy, math

[Ste's solution](#)

202.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · Java 11 (first AC) · Tags: constructive algorithms, implementation

[Ste's solution](#)

203.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · Java 11 (first AC) · Tags: brute force, dp, greedy, math

[Ste's solution](#)

204.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · Java 11 (first AC) · Tags: greedy, strings

[Ste's solution](#)

205.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: greedy, strings

[Ste's solution](#)

206.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · Java 11 (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Ste's solution](#)

207.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2021-10-30 · Java 11 (first AC) · Tags: —

[Ste's solution](#)

208.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · Java 11 (first AC) · Tags: greedy, sortings

[Ste's solution](#)

209.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · Java 11 (first AC) · Tags: greedy, two pointers

[Ste's solution](#)

210.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-31 · Java 11 (first AC) · Tags: constructive algorithms

[Ste's solution](#)

211.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,417 global accepts · Rating: 1100 · first AC: 2021-02-24 · Java 11 (first AC) · Tags: data structures, greedy, math

[Ste's solution](#)

212.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-02-21 · Java 11 (first AC) · Tags: binary search, brute force, math

[Ste's solution](#)

213.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · Java 11 (first AC) · Tags: brute force, dp, greedy, math

[Ste's solution](#)

214.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-17 · Java 11 (first AC) · Tags: binary search, math

[Ste's solution](#)

215.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · Java 11 (first AC) · Tags: brute force, data structures, greedy, strings

[Ste's solution](#)

216.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-27 · Java 11 (first AC) · Tags: greedy, math, sortings

[Ste's solution](#)

217.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: constructive algorithms, math

[Ste's solution](#)

218.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-09-01 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

[Ste's solution](#)

219.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,825 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Ste's solution](#)

220.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2026-01-13 · PyPy 3-64 (first AC) · Tags: implementation

[Ste's solution](#)

221.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1200 · first AC: 2025-12-23 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[Ste's solution](#)

222.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ste's solution](#)

223.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-20 · last AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Ste's solution](#)

224.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Ste's solution](#)

225.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ste's solution](#)

226.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Ste's solution](#)

227.

2005B2

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

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Ste's solution](#)

228.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Ste's solution](#)

229.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ste's solution](#)

230.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Ste's solution](#)

231.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Ste's solution](#)

232.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Ste's solution](#)

233.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Ste's solution](#)

234.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-12 · Java 11 (first AC) · Tags: brute force, implementation

[Ste's solution](#)

235.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · Java 11 (first AC) · Tags: brute force, greedy, implementation

[Ste's solution](#)

236.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · Java 11 (first AC) · Tags: binary search, brute force, math

[Ste's solution](#)

237.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2023-07-16 · Java 11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Ste's solution](#)

238.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[Ste's solution](#)

239.

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · Java 11 (first AC) · Tags: greedy, implementation

[Ste's solution](#)

240.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · Java 11 (first AC) · Tags: binary search, brute force, greedy, sortings

[Ste's solution](#)

241.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2021-06-25 · Java 11 (first AC) · Tags: brute force, implementation, math, number theory

[Ste's solution](#)

242.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ste's solution](#)

243.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · Java 11 (first AC) · Tags: brute force, constructive algorithms, strings

[Ste's solution](#)

244.

1527B1

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

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-24 · Java 11 (first AC) · Tags: constructive algorithms, games

[Ste's solution](#)

245.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · Java 11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Ste's solution](#)

246.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-21 · Java 11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Ste's solution](#)

247.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · Java 11 (first AC) · Tags: math, number theory

[Ste's solution](#)

248.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-12-12 · Java 11 (first AC) · Tags: constructive algorithms, math

[Ste's solution](#)

249.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · Java 11 (first AC) · Tags: graphs, implementation

[Ste's solution](#)

250.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Ste's solution](#)

251.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-09-17 · Java 11 (first AC) · Tags: brute force, greedy, two pointers

[Ste's solution](#)

252.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-12 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Ste's solution](#)

253.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[Ste's solution](#)

254.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2026-01-13 · PyPy 3 (first AC) · Tags: graphs, shortest paths

[Ste's solution](#)

255.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-23 · PyPy 3 (first AC) · Tags: binary search, math, strings

[Ste's solution](#)

256.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Ste's solution](#)

257.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

258.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Ste's solution](#)

259.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ste's solution](#)

260.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Ste's solution](#)

261.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Ste's solution](#)

262.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ste's solution](#)

263.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Ste's solution](#)

264.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Ste's solution](#)

265.

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2023-10-12 · Java 11 (first AC) · Tags: math, number theory

[Ste's solution](#)

266.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · Java 11 (first AC) · Tags: combinatorics, dp, greedy

[Ste's solution](#)

267.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · Java 11 (first AC) · Tags: constructive algorithms, math

[Ste's solution](#)

268.

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · Java 11 (first AC) · Tags: brute force, implementation, math, number theory

[Ste's solution](#)

269.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · Java 11 (first AC) · Tags: greedy

[Ste's solution](#)

270.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · Java 11 (first AC) · Tags: bitmasks, greedy, math

[Ste's solution](#)

271.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · Java 11 (first AC) · Tags: greedy, math

[Ste's solution](#)

272.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · Java 11 (first AC) · Tags: brute force, greedy, math, number theory

[Ste's solution](#)

273.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · Java 11 (first AC) · Tags: implementation

[Ste's solution](#)

274.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2021-08-24 · Java 11 (first AC) · Tags: binary search, greedy, sortings

[Ste's solution](#)

275.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · Java 11 (first AC) · Tags: brute force, math

[Ste's solution](#)

276.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ste's solution](#)

277.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-06-13 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[Ste's solution](#)

278.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2021-05-02 · Java 11 (first AC) · Tags: implementation, strings

[Ste's solution](#)

279.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · Java 11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Ste's solution](#)

280.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · Java 11 (first AC) · Tags: brute force, implementation

[Ste's solution](#)

281.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: dp, greedy, strings

[Ste's solution](#)

282.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,158 global accepts · Rating: 1300 · first AC: 2020-12-14 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[Ste's solution](#)

283.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ste's solution](#)

284.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-02 · Java 11 (first AC) · Tags: dp, greedy, math, sortings

[Ste's solution](#)

285.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-05 · Java 11 (first AC) · Tags: greedy, implementation, math

[Ste's solution](#)

286.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-26 · Java 11 (first AC) · Tags: constructive algorithms, dp, greedy

[Ste's solution](#)

287.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · Java 11 (first AC) · Tags: greedy, sortings

[Ste's solution](#)

288.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · Java 11 (first AC) · Tags: brute force, greedy, math, number theory

[Ste's solution](#)

289.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-09-02 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Ste's solution](#)

290.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1400 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[Ste's solution](#)

291.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · last AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ste's solution](#)

292.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Ste's solution](#)

293.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ste's solution](#)

294.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Ste's solution](#)

295.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[Ste's solution](#)

296.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Ste's solution](#)

297.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ste's solution](#)

298.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Ste's solution](#)

299.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Ste's solution](#)

300.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ste's solution](#)

301.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ste's solution](#)

302.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Ste's solution](#)

303.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Ste's solution](#)

304.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ste's solution](#)

305.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Ste's solution](#)

306.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Ste's solution](#)

307.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Ste's solution](#)

308.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, sortings, two pointers

[Ste's solution](#)

309.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Ste's solution](#)

310.

1901C

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

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

[Ste's solution](#)

311.

1875C

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

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · Java 11 (first AC) · Tags: bitmasks, greedy, math, number theory

[Ste's solution](#)

312.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · Java 11 (first AC) · Tags: combinatorics, math, number theory

[Ste's solution](#)

313.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ste's solution](#)

314.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · Java 11 (first AC) · Tags: greedy, number theory

[Ste's solution](#)

315.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · Java 11 (first AC) · Tags: brute force, implementation

[Ste's solution](#)

316.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation

[Ste's solution](#)

317.

1628A

[Meximum Array](#) · [Tutorial](#)

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

[Ste's solution](#)

318.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Ste's solution](#)

319.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy
[Ste's solution](#)

320.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · Java 11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[Ste's solution](#)

321.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-04-26 · Java 11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[Ste's solution](#)

322.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2021-04-26 · Java 11 (first AC) · Tags: binary search, brute force, implementation
[Ste's solution](#)

323.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[Ste's solution](#)

324.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2021-04-16 · Java 11 (first AC) · Tags: constructive algorithms, interactive, math
[Ste's solution](#)

325.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-04 · Java 11 (first AC) · Tags: bitmasks, brute force, greedy, implementation
[Ste's solution](#)

326.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-21 · Java 11 (first AC) · Tags: binary search, data structures, greedy
[Ste's solution](#)

327.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Ste's solution](#)

328.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-14 · Java 11 (first AC) · Tags: constructive algorithms, implementation
[Ste's solution](#)

329.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · Java 11 (first AC) · Tags: dp, greedy, hashing, implementation, strings
[Ste's solution](#)

330.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-20 · Java 11 (first AC) · Tags: binary search, greedy, math, sortings
[Ste's solution](#)

331.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · Java 11 (first AC) · Tags: binary search, greedy, sortings
[Ste's solution](#)

332.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-01 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math
[Ste's solution](#)

333.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-09-23 · Java 11 (first AC) · Tags: greedy
[Ste's solution](#)

334.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-09-18 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[Ste's solution](#)

335.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[Ste's solution](#)

336.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy
[Ste's solution](#)

337.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[Ste's solution](#)

338.

2008E

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

Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[Ste's solution](#)

339.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Ste's solution](#)

340.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2023-10-12 · Java 11 (first AC) · Tags: dp

[Ste's solution](#)

341.

1850G

[The Morning Star](#) · [Tutorial](#)

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

[Ste's solution](#)

342.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: brute force, geometry, implementation, math

[Ste's solution](#)

343.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · Java 11 (first AC) · Tags: constructive algorithms, math

[Ste's solution](#)

344.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · Java 11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Ste's solution](#)

345.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · Java 11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Ste's solution](#)

346.

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[Ste's solution](#)

347.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · Java 11 (first AC) · Tags: data structures, dp, hashing, number theory

[Ste's solution](#)

348.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-03 · Java 11 (first AC) · Tags: greedy, sortings, two pointers

[Ste's solution](#)

349.

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-05-02 · Java 11 (first AC) · Tags: data structures, implementation

[Ste's solution](#)

350.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · Java 11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Ste's solution](#)

351.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2021-04-16 · Java 11 (first AC) · Tags: greedy, math

[Ste's solution](#)

352.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · Java 11 (first AC) · Tags: implementation, math

[Ste's solution](#)

353.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · Java 11 (first AC) · Tags: brute force, data structures, greedy, math

[Ste's solution](#)

354.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2021-02-24 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Ste's solution](#)

355.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-21 · Java 11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Ste's solution](#)

356.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1500 · first AC: 2021-02-18 · Java 11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Ste's solution](#)

357.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · Java 11 (first AC) · Tags: binary search, brute force, math, number theory

[Ste's solution](#)

358.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Ste's solution](#)

359.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: data structures, greedy, sortings, trees

[Ste's solution](#)

360.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,612 global accepts · Rating: 1500 · first AC: 2020-12-23 · Java 11 (first AC) · Tags: greedy, implementation, strings

[Ste's solution](#)

361.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2020-12-23 · Java 11 (first AC) · Tags: greedy, implementation, sortings

[Ste's solution](#)

362.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2020-12-23 · Java 11 (first AC) · Tags: constructive algorithms, sortings

[Ste's solution](#)

363.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2020-12-22 · Java 11 (first AC) · Tags: dp, games

[Ste's solution](#)

364.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2020-12-21 · Java 11 (first AC) · Tags: brute force, dp, implementation

[Ste's solution](#)

365.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-18 · Java 11 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Ste's solution](#)

366.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-02 · Java 11 (first AC) · Tags: math, number theory

[Ste's solution](#)

367.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · Java 11 (first AC) · Tags: binary search, combinatorics

[Ste's solution](#)

368.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-10-09 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ste's solution](#)

369.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · Java 11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Ste's solution](#)

370.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · Java 11 (first AC) · Tags: data structures

[Ste's solution](#)

371.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · Java 11 (first AC) · Tags: greedy, implementation, math

[Ste's solution](#)

372.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · Java 11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Ste's solution](#)

373.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-09-18 · Java 11 (first AC) · Tags: brute force, dp, greedy, two pointers

[Ste's solution](#)

374.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-09-17 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ste's solution](#)

375.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-09-16 · Java 11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Ste's solution](#)

376.

1418C

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

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2020-09-15 · Java 11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Ste's solution](#)

377.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-09-01 · Java 11 (first AC) · Tags: brute force, math, number theory, sortings

[Ste's solution](#)

378.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Ste's solution](#)

379.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Ste's solution](#)

380.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Ste's solution](#)

381.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Ste's solution](#)

382.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Ste's solution](#)

383.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Ste's solution](#)

384.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[Ste's solution](#)

385.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Ste's solution](#)

386.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ste's solution](#)

387.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Ste's solution](#)

388.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

389.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ste's solution](#)

390.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Ste's solution](#)

391.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

392.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math
[Ste's solution](#)

393.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Ste's solution](#)

394.

1917C

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

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[Ste's solution](#)

395.

1904D1

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

Quality: 8,624 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[Ste's solution](#)

396.

1875D

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

Quality: 11,406 global accepts · Rating: 1600 · first AC: 2023-09-30 · Java 11 (first AC) · Tags: dp
[Ste's solution](#)

397.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · Java 11 (first AC) · Tags: binary search, greedy
[Ste's solution](#)

398.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · Java 11 (first AC) · Tags: binary search, brute force, greedy, sortings
[Ste's solution](#)

399.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · Java 11 (first AC) · Tags: brute force, graphs, greedy, math
[Ste's solution](#)

400.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · Java 11 (first AC) · Tags: math, number theory
[Ste's solution](#)

401.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · Java 11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[Ste's solution](#)

402.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · Java 11 (first AC) · Tags: math, number theory

[Ste's solution](#)

403.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-18 · Java 11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Ste's solution](#)

404.

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2021-06-16 · Java 11 (first AC) · Tags: data structures, greedy

[Ste's solution](#)

405.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2021-06-05 · Java 11 (first AC) · Tags: brute force, geometry

[Ste's solution](#)

406.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · Java 11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Ste's solution](#)

407.

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-24 · Java 11 (first AC) · Tags: hashing, implementation, math

[Ste's solution](#)

408.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · Java 11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Ste's solution](#)

409.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2021-04-27 · Java 11 (first AC) · Tags: math, number theory

[Ste's solution](#)

410.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-22 · Java 11 (first AC) · Tags: dp, matrices

[Ste's solution](#)

411.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-22 · Java 11 (first AC) · Tags: greedy, number theory

[Ste's solution](#)

412.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-21 · Java 11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Ste's solution](#)

413.

1498C

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

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · Java 11 (first AC) · Tags: brute force, data structures, dp

[Ste's solution](#)

414.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · Java 11 (first AC) · Tags: combinatorics, flows, greedy, implementation

[Ste's solution](#)

415.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · Java 11 (first AC) · Tags: binary search, interactive

[Ste's solution](#)

416.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · Java 11 (first AC) · Tags: dp, greedy, implementation, two pointers

[Ste's solution](#)

417.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-12-21 · Java 11 (first AC) · Tags: data structures, greedy, implementation, math

[Ste's solution](#)

418.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-12-14 · Java 11 (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

419.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-13 · Java 11 (first AC) · Tags: dp, greedy, sortings

[Ste's solution](#)

420.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-31 · Java 11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[Ste's solution](#)

421.

1373D

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2020-10-12 · Java 11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Ste's solution](#)

422.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-10-09 · Java 11 (first AC) · Tags: data structures, greedy, sortings

[Ste's solution](#)

423.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2020-09-17 · Java 11 (first AC) · Tags: brute force, dp, greedy

[Ste's solution](#)

424.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2020-09-16 · Java 11 (first AC) · Tags: data structures, dp, math

[Ste's solution](#)

425.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-09-13 · Java 11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Ste's solution](#)

426.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-09 · Java 11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Ste's solution](#)

427.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,084 global accepts · Rating: 1700 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ste's solution](#)

428.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 1700 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ste's solution](#)

429.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Ste's solution](#)

430.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ste's solution](#)

431.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Ste's solution](#)

432.

2096C

[Wonderful City](#) · [Tutorial](#)

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

[Ste's solution](#)

433.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ste's solution](#)

434.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy,

sortings, trees

[Ste's solution](#)

435.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Ste's solution](#)

436.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Ste's solution](#)

437.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[Ste's solution](#)

438.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Ste's solution](#)

439.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Ste's solution](#)

440.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Ste's solution](#)

441.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Ste's solution](#)

442.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Ste's solution](#)

443.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ste's solution](#)

444.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Ste's solution](#)

445.

1901D

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

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

[Ste's solution](#)

446.

1898C

[Colorful Grid](#) · [Tutorial](#)

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

[Ste's solution](#)

447.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Ste's solution](#)

448.

1879D

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

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Ste's solution](#)

449.

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Ste's solution](#)

450.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-08-13 · Java 11 (first AC) · Tags: brute force, data structures, math, number theory

[Ste's solution](#)

451.

1850H

[The Third Letter](#) · [Tutorial](#)

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

[Ste's solution](#)

452.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · Java 11 (first AC) · Tags: brute force, greedy, implementation, math

[Ste's solution](#)

453.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · Java 11 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Ste's solution](#)

454.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · Java 11 (first AC) · Tags: data structures, implementation, math

[Ste's solution](#)

455.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · Java 11 (first AC) · Tags: greedy, strings

[Ste's solution](#)

456.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Ste's solution](#)

457.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-12-23 · Java 11 (first AC) · Tags: constructive algorithms, math

[Ste's solution](#)

458.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · Java 11 (first AC) · Tags: data structures, dp, math

[Ste's solution](#)

459.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · Java 11 (first AC) · Tags: brute force, data structures, dp, math, number theory

[Ste's solution](#)

460.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · Java 11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Ste's solution](#)

461.

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-08 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Ste's solution](#)

462.

1538D

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

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-20 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[Ste's solution](#)

463.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · Java 11 (first AC) · Tags: games, math, number theory

[Ste's solution](#)

464.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2021-06-17 · Java 11 (first AC) · Tags: greedy, implementation

[Ste's solution](#)

465.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-06-04 · Java 11 (first AC) · Tags: binary search, brute force, math, number theory
[Ste's solution](#)

466.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-06-02 · Java 11 (first AC) · Tags: combinatorics, dp, math
[Ste's solution](#)

467.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2021-05-09 · Java 11 (first AC) · Tags: brute force, math
[Ste's solution](#)

468.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-05-06 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Ste's solution](#)

469.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-05-04 · Java 11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[Ste's solution](#)

470.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2021-05-04 · Java 11 (first AC) · Tags: binary search, greedy
[Ste's solution](#)

471.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2021-05-02 · Java 11 (first AC) · Tags: greedy, math, number theory
[Ste's solution](#)

472.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2021-04-26 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms
[Ste's solution](#)

473.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-24 · Java 11 (first AC) · Tags: constructive algorithms, games, interactive
[Ste's solution](#)

474.

1516C

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Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[Ste's solution](#)

475.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2021-04-20 · Java 11 (first AC) · Tags: brute force, dp, math, number theory
[Ste's solution](#)

476.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-04-19 · Java 11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ste's solution](#)

477.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2021-03-13 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Ste's solution](#)

478.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2021-02-15 · Java 11 (first AC) · Tags: binary search, math

[Ste's solution](#)

479.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2021-02-14 · Java 11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Ste's solution](#)

480.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2021-02-14 · Java 11 (first AC) · Tags: brute force, dp, shortest paths

[Ste's solution](#)

481.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2021-02-12 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Ste's solution](#)

482.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2021-02-11 · Java 11 (first AC) · Tags: sortings, strings

[Ste's solution](#)

483.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2021-02-11 · Java 11 (first AC) · Tags: dp

[Ste's solution](#)

484.

1480C

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

Rating: 1700 · first AC: 2021-02-09 · Java 11 (first AC) · Tags: binary search, interactive, math, ternary search

[Ste's solution](#)

485.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2020-12-23 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[Ste's solution](#)

486.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2020-12-23 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu,

graphs, trees

[Ste's solution](#)

487.

1462E2

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

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-18 · Java 11 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Ste's solution](#)

488.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-14 · Java 11 (first AC) · Tags: games, geometry, math

[Ste's solution](#)

489.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-10-14 · Java 11 (first AC) · Tags: dp, greedy

[Ste's solution](#)

490.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · Java 11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Ste's solution](#)

491.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-09-16 · Java 11 (first AC) · Tags: brute force, greedy, math

[Ste's solution](#)

492.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-13 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ste's solution](#)

493.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Ste's solution](#)

494.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-13 · PyPy 3-64 (first AC) · Tags: number theory

[Ste's solution](#)

495.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ste's solution](#)

496.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Ste's solution](#)

497.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Ste's solution](#)

498.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[Ste's solution](#)

499.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Ste's solution](#)

500.

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Ste's solution](#)

501.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Ste's solution](#)

502.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Ste's solution](#)

503.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[Ste's solution](#)

504.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Ste's solution](#)

505.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Ste's solution](#)

506.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ste's solution](#)

507.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ste's solution](#)

508.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Ste's solution](#)

509.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · last AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Ste's solution](#)

510.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Ste's solution](#)

511.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Ste's solution](#)

512.

1904D2

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

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Ste's solution](#)

513.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ste's solution](#)

514.

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · Java 11 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ste's solution](#)

515.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · Java 11 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Ste's solution](#)

516.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ste's solution](#)

517.

1843F1

[Omsk Metro \(simple version\) · Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Ste's solution](#)

518.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\) · Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-06-15 · Java 11 (first AC) · Tags: combinatorics, math, probabilities, trees

[Ste's solution](#)

519.

1758D

[Range = " Sum Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · Java 11 (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Ste's solution](#)

520.

1705D

[Mark and Lightbulbs · Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Ste's solution](#)

521.

1635D

[Infinite Set · Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · Java 11 (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Ste's solution](#)

522.

1637D

[Yet Another Minimization Problem · Tutorial](#)

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · Java 11 (first AC) · Tags: dp, greedy, math

[Ste's solution](#)

523.

1620C

[BA-String · Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[Ste's solution](#)

524.

1556D

[Take a Guess · Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Ste's solution](#)

525.

1556C

[Compressed Bracket Sequence · Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · Java 11 (first AC) · Tags: brute force, implementation

[Ste's solution](#)

526.

1552D

[Array Differentiation · Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · Java 11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Ste's solution](#)

527.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Ste's solution](#)

528.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-07-01 · Java 11 (first AC) · Tags: constructive algorithms, interactive, trees

[Ste's solution](#)

529.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2021-06-16 · Java 11 (first AC) · Tags: data structures, greedy, sortings

[Ste's solution](#)

530.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-11 · Java 11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Ste's solution](#)

531.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-06-09 · Java 11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Ste's solution](#)

532.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2021-06-09 · Java 11 (first AC) · Tags: binary search, dp

[Ste's solution](#)

533.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2021-06-09 · Java 11 (first AC) · Tags: dsu, graphs, greedy

[Ste's solution](#)

534.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2021-06-06 · Java 11 (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

535.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2021-05-22 · Java 11 (first AC) · Tags: constructive algorithms, flows, math

[Ste's solution](#)

536.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2021-05-22 · last AC: 2021-05-22 · Java 11 (first AC) · Tags: data structures, sortings

[Ste's solution](#)

537.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-05-22 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[Ste's solution](#)

538.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-22 · last AC: 2021-05-22 · Java 11 (first AC) · Tags: dp, flows, graph matchings, greedy

[Ste's solution](#)

539.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2021-05-09 · Java 11 (first AC) · Tags: greedy, sortings

[Ste's solution](#)

540.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2021-05-08 · Java 11 (first AC) · Tags: graph matchings

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541.

1081D

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Quality: 4,649 global accepts · Rating: 1800 · first AC: 2021-05-04 · Java 11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

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542.

1190B

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Quality: 6,831 global accepts · Rating: 1800 · first AC: 2021-05-01 · Java 11 (first AC) · Tags: games

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543.

1082D

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544.

1500A

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Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-04-30 · Java 11 (first AC) · Tags: brute force, hashing, implementation, math

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545.

883H

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Quality: 1,783 global accepts · Rating: 1800 · first AC: 2021-04-28 · Java 11 (first AC) · Tags: brute force, implementation, strings

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546.

1186C

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Quality: 6,547 global accepts · Rating: 1800 · first AC: 2021-04-27 · Java 11 (first AC) · Tags: implementation, math

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547.

1108E1

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548.

822D

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549.

1062D

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Quality: 4,171 global accepts · Rating: 1800 · first AC: 2021-04-26 · Java 11 (first AC) · Tags: dfs and similar, graphs, implementation, math
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550.

1508B

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551.

1517D

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Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · Java 11 (first AC) · Tags: dp, graphs, shortest paths
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552.

1509C

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553.

1409E

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554.

1335E2

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Quality: 9,375 global accepts · Rating: 1800 · first AC: 2021-03-13 · Java 11 (first AC) · Tags: brute force, data structures, dp, two pointers
[Ste's solution](#)

555.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · Java 11 (first AC) · Tags: implementation
[Ste's solution](#)

556.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-07 · Java 11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[Ste's solution](#)

557.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-16 · Java 11 (first AC) · Tags: dp, greedy, strings
[Ste's solution](#)

558.

1426E

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Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-11-12 · Java 11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
[Ste's solution](#)

559.

1443D

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 1800 · first AC: 2020-11-02 · Java 11 (first AC) · Tags: dp, greedy, math

[Ste's solution](#)

560.

1437C

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Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-31 · Java 11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Ste's solution](#)

561.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-09-17 · Java 11 (first AC) · Tags: dfs and similar, greedy, math, trees

[Ste's solution](#)

562.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Ste's solution](#)

563.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

564.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[Ste's solution](#)

565.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Ste's solution](#)

566.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Ste's solution](#)

567.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Ste's solution](#)

568.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Ste's solution](#)

569.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Ste's solution](#)

570.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Ste's solution](#)

571.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Ste's solution](#)

572.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Ste's solution](#)

573.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Ste's solution](#)

574.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Ste's solution](#)

575.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[Ste's solution](#)

576.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Ste's solution](#)

577.

1970B1

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Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ste's solution](#)

578.

1974F

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Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Ste's solution](#)

579.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Ste's solution](#)

580.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Ste's solution](#)

581.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Ste's solution](#)

582.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Ste's solution](#)

583.

1938C

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

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

584.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Ste's solution](#)

585.

1921F

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

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Ste's solution](#)

586.

1920D

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Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Ste's solution](#)

587.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Ste's solution](#)

588.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ste's solution](#)

589.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Ste's solution](#)

590.

1902E

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Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Ste's solution](#)

591.

1902D

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Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Ste's solution](#)

592.

1898D

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Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ste's solution](#)

593.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

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594.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-03-18 · Java 11 (first AC) · Tags: dp

[Ste's solution](#)

595.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Ste's solution](#)

596.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · Java 11 (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Ste's solution](#)

597.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Ste's solution](#)

598.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · Java 11 (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Ste's solution](#)

599.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-12-09 · Java 11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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600.

1600E

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Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-21 · Java 11 (first AC) · Tags: games, greedy, two pointers

[Ste's solution](#)

601.

1561D2

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Rating: 1900 · first AC: 2021-08-24 · Java 11 (first AC) · Tags: brute force, dp, math, number theory

[Ste's solution](#)

602.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-22 · Java 11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Ste's solution](#)

603.

1545B

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Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-08-08 · Java 11 (first AC) · Tags: combinatorics, math

[Ste's solution](#)

604.

1208D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2021-08-01 · Java 11 (first AC) · Tags: binary search, data structures, greedy, implementation

[Ste's solution](#)

605.

1285D

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Quality: 8,612 global accepts · Rating: 1900 · first AC: 2021-07-24 · Java 11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Ste's solution](#)

606.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-12 · Java 11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Ste's solution](#)

607.

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · Java 11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Ste's solution](#)

608.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2021-06-21 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ste's solution](#)

609.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-06-17 · Java 11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Ste's solution](#)

610.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2021-06-05 · Java 11 (first AC) · Tags: dp, greedy, math

[Ste's solution](#)

611.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2021-06-05 · Java 11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Ste's solution](#)

612.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-06-05 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Ste's solution](#)

613.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2021-06-02 · Java 11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Ste's solution](#)

614.

1527B2

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

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-06-01 · Java 11 (first AC) · Tags: constructive algorithms, games

[Ste's solution](#)

615.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2021-05-24 · Java 11 (first AC) · Tags: combinatorics, dp

[Ste's solution](#)

616.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

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[Ste's solution](#)

617.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-04-24 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation

[Ste's solution](#)

618.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-04 · Java 11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Ste's solution](#)

619.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-25 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Ste's solution](#)

620.

1490G

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Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-22 · Java 11 (first AC) · Tags: binary search, data structures, math
[Ste's solution](#)

621.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · Java 11 (first AC) · Tags: binary search, interactive
[Ste's solution](#)

622.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-09 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[Ste's solution](#)

623.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · Java 11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees
[Ste's solution](#)

624.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation
[Ste's solution](#)

625.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[Ste's solution](#)

626.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[Ste's solution](#)

627.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[Ste's solution](#)

628.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
[Ste's solution](#)

629.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Ste's solution](#)

630.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Ste's solution](#)

631.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[Ste's solution](#)

632.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Ste's solution](#)

633.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Ste's solution](#)

634.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Ste's solution](#)

635.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Ste's solution](#)

636.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Ste's solution](#)

637.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Ste's solution](#)

638.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ste's solution](#)

639.

1970E2

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

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Ste's solution](#)

640.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Ste's solution](#)

641.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Ste's solution](#)

642.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ste's solution](#)

643.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Ste's solution](#)

644.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Ste's solution](#)

645.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Ste's solution](#)

646.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · Java 11 (first AC) · Tags: binary search, data structures

[Ste's solution](#)

647.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-06-24 · Java 11 (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Ste's solution](#)

648.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math

[Ste's solution](#)

649.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Ste's solution](#)

650.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-12-04 · Java 11 (first AC) · Tags: dp, math, probabilities

[Ste's solution](#)

651.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · Java 11 (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

652.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-15 · Java 11 (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Ste's solution](#)

653.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-05 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Ste's solution](#)

654.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: dp, greedy, math

[Ste's solution](#)

655.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · last AC: 2021-12-27 · Java 11 (first AC) · Tags: combinatorics, math, two pointers

[Ste's solution](#)

656.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-19 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Ste's solution](#)

657.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2021-12-12 · Java 11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Ste's solution](#)

658.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2021-12-11 · Java 11 (first AC) · Tags: binary search, dp

[Ste's solution](#)

659.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2021-12-11 · Java 11 (first AC) · Tags: dfs and similar, dp, trees

[Ste's solution](#)

660.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-12-04 · last AC: 2021-12-04 · Java 11 (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Ste's solution](#)

661.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-11-23 · Java 11 (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Ste's solution](#)

662.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-11-14 · Java 11 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Ste's solution](#)

663.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-10-30 · Java 11 (first AC) · Tags: dp

[Ste's solution](#)

664.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-10-30 · Java 11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Ste's solution](#)

665.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-26 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, math

[Ste's solution](#)

666.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-10-24 · Java 11 (first AC) · Tags: dp

[Ste's solution](#)

667.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-10-23 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Ste's solution](#)

668.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-10-20 · Java 11 (first AC) · Tags: data structures, greedy, implementation, sortings

[Ste's solution](#)

669.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-10-17 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ste's solution](#)

670.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-10-10 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Ste's solution](#)

671.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2021-09-13 · Java 11 (first AC) · Tags: binary search, data structures, dp, two pointers

[Ste's solution](#)

672.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-12 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ste's solution](#)

673.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-25 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[Ste's solution](#)

674.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-08-22 · last AC: 2021-08-22 · Java 11 (first AC) · Tags: binary search, brute force, dp

[Ste's solution](#)

675.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2021-07-13 · Java 11 (first AC) · Tags: brute force, math

[Ste's solution](#)

676.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-07-01 · Java 11 (first AC) · Tags: data structures, greedy, implementation

[Ste's solution](#)

677.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-06-13 · Java 11 (first AC) · Tags: constructive algorithms, interactive

[Ste's solution](#)

678.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · Java 11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Ste's solution](#)

679.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-08 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Ste's solution](#)

680.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ste's solution](#)

681.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[Ste's solution](#)

682.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Ste's solution](#)

683.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Ste's solution](#)

684.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2026-01-13 · PyPy 3 (first AC) · Tags: implementation, strings

[Ste's solution](#)

685.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Ste's solution](#)

686.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Ste's solution](#)

687.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ste's solution](#)

688.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-10-09 · last AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Ste's solution](#)

689.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Ste's solution](#)

690.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Ste's solution](#)

691.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

692.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Ste's solution](#)

693.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Ste's solution](#)

694.

2074G

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

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Ste's solution](#)

695.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Ste's solution](#)

696.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Ste's solution](#)

697.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Ste's solution](#)

698.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Ste's solution](#)

699.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Ste's solution](#)

700.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[Ste's solution](#)

701.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Ste's solution](#)

702.

1998D

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

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Ste's solution](#)

703.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Ste's solution](#)

704.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Ste's solution](#)

705.

1970B2

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

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ste's solution](#)

706.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ste's solution](#)

707.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Ste's solution](#)

708.

1942D

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

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Ste's solution](#)

709.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Ste's solution](#)

710.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[Ste's solution](#)

711.

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: —

[Ste's solution](#)

712.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Ste's solution](#)

713.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Ste's solution](#)

714.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[Ste's solution](#)

715.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[Ste's solution](#)

716.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[Ste's solution](#)

717.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ste's solution](#)

718.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Ste's solution](#)

719.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Ste's solution](#)

720.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ste's solution](#)

721.

1202C

[You Are Given a WASD-string... · Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Ste's solution](#)

722.

1187E

[Tree Painting · Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Ste's solution](#)

723.

1575L

[Longest Array Deconstruction · Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Ste's solution](#)

724.

1920E

[Counting Binary Strings · Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

725.

1493D

[GCD of an Array · Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Ste's solution](#)

726.

1312E

[Array Shrinking · Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ste's solution](#)

727.

1355E

[Restorer Distance · Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Ste's solution](#)

728.

1419E

[Decryption · Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Ste's solution](#)

729.

1201D

[Treasure Hunting · Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Ste's solution](#)

730.

1919D

[01 Tree · Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Ste's solution](#)

731.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Ste's solution](#)

732.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Ste's solution](#)

733.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Ste's solution](#)

734.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Ste's solution](#)

735.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Ste's solution](#)

736.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Ste's solution](#)

737.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Ste's solution](#)

738.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Ste's solution](#)

739.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Ste's solution](#)

740.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-

middle

[Ste's solution](#)

741.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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742.

1900E

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Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

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743.

1790F

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Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

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744.

1896E

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Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

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745.

1332E

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Quality: 4,312 global accepts · Rating: 2100 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

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746.

1886D

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

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747.

1884D

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Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

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748.

1876C

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

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749.

1354E

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Quality: 3,731 global accepts · Rating: 2100 · first AC: 2023-10-26 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs

[Ste's solution](#)

750.

1599H

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Quality: 1,276 global accepts · Rating: 2100 · first AC: 2023-10-20 · Java 11 (first AC) · Tags: interactive, math

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751.

1729G

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Quality: 2,509 global accepts · Rating: 2100 · first AC: 2023-10-17 · Java 11 (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

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752.

1510G

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753.

1387A

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Quality: 906 global accepts · Rating: 2100 · first AC: 2023-10-10 · Java 11 (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

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754.

1666J

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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-10-09 · Java 11 (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

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755.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-10-04 · Java 11 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

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756.

1864E

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Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Ste's solution](#)

757.

1866G

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Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-29 · Java 11 (first AC) · Tags: binary search, data structures, dp, flows, greedy

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758.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Ste's solution](#)

759.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Ste's solution](#)

760.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-26 · Java 11 (first AC) · Tags: divide and conquer, interactive

[Ste's solution](#)

761.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-08-22 · Java 11 (first AC) · Tags: dfs and similar, graphs, implementation

[Ste's solution](#)

762.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-08-11 · Java 11 (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

763.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2023-07-31 · Java 11 (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Ste's solution](#)

764.

1762D

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-07-31 · Java 11 (first AC) · Tags: constructive algorithms, interactive, number theory

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765.

1710B

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Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-07-22 · Java 11 (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

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766.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-07-09 · Java 11 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Ste's solution](#)

767.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-07-07 · Java 11 (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Ste's solution](#)

768.

1808D

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Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-06-25 · Java 11 (first AC) · Tags: binary search, brute force, data structures, two pointers

[Ste's solution](#)

769.

1839D

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Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-24 · Java 11 (first AC) · Tags: data structures, dp, sortings

[Ste's solution](#)

770.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-16 · Java 11 (first AC) · Tags: data structures, greedy, strings

[Ste's solution](#)

771.

1832D1

[Red-Blue Operations \(Easy Version\) · Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-06-02 · Java 11 (first AC) · Tags: binary search, greedy, implementation, math
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772.

1667B

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773.

1799D2

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Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-03-19 · Java 11 (first AC) · Tags: data structures, dp
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774.

1761D

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Quality: 2,768 global accepts · Rating: 2100 · first AC: 2023-03-05 · Java 11 (first AC) · Tags: combinatorics, math
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775.

1767C

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Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-02-24 · Java 11 (first AC) · Tags: data structures, dp
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776.

1775E

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-02-23 · Java 11 (first AC) · Tags: greedy, implementation
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777.

1778D

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Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-22 · Java 11 (first AC) · Tags: combinatorics, dp, math, probabilities
[Ste's solution](#)

778.

1787E

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-02-22 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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779.

1771D

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Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-01-28 · Java 11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees
[Ste's solution](#)

780.

1684E

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Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-07-01 · Java 11 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
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781.

1654D

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

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782.

1418D

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783.

1299C

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[Ste's solution](#)

784.

1411D

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Quality: 2,716 global accepts · Rating: 2100 · first AC: 2022-02-05 · Java 11 (first AC) · Tags: brute force, greedy, implementation, strings

[Ste's solution](#)

785.

1333D

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Quality: 4,131 global accepts · Rating: 2100 · first AC: 2022-01-26 · Java 11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Ste's solution](#)

786.

1628D1

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

[Ste's solution](#)

787.

1626D

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Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · Java 11 (first AC) · Tags: binary search, brute force, greedy, math

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788.

1372D

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Quality: 5,720 global accepts · Rating: 2100 · first AC: 2022-01-15 · Java 11 (first AC) · Tags: brute force, dp, games, greedy

[Ste's solution](#)

789.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2100 · first AC: 2022-01-14 · Java 11 (first AC) · Tags: greedy, math, ternary search

[Ste's solution](#)

790.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2022-01-07 · Java 11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Ste's solution](#)

791.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2022-01-05 · Java 11 (first AC) · Tags: dp, math

[Ste's solution](#)

792.

1547G

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Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-01-02 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ste's solution](#)

793.

1472G

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Quality: 5,646 global accepts · Rating: 2100 · first AC: 2022-01-02 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Ste's solution](#)

794.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-01-01 · last AC: 2022-01-01 · Java 11 (first AC) · Tags: combinatorics, dp

[Ste's solution](#)

795.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-12-31 · Java 11 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Ste's solution](#)

796.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-12-30 · Java 11 (first AC) · Tags: data structures, divide and conquer, dp

[Ste's solution](#)

797.

1420C2

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Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-12-28 · Java 11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

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798.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-12-28 · Java 11 (first AC) · Tags: binary search, data structures, dp

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799.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-12-27 · Java 11 (first AC) · Tags: dp, math, number theory

[Ste's solution](#)

800.

1511E

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Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-12-26 · Java 11 (first AC) · Tags: combinatorics, dp, greedy, math

[Ste's solution](#)

801.

1516D

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802.

1598E

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Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-12-23 · Java 11 (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

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803.

1605D

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Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-12-23 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

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804.

1606E

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-12-23 · last AC: 2021-12-23 · Java 11 (first AC) · Tags: combinatorics, dp, math

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805.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-12-11 · Java 11 (first AC) · Tags: dp, number theory

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806.

1560F2

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Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-22 · last AC: 2021-08-22 · Java 11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

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807.

1555E

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Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-08-08 · Java 11 (first AC) · Tags: data structures, sortings, trees, two pointers

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808.

1530E

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Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · Java 11 (first AC) · Tags: constructive algorithms, greedy, strings

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809.

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-07 · Java 11 (first AC) · Tags: constructive algorithms, math

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810.

2206C

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Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

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811.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 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

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812.

2170D

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Quality: 1,683 global accepts · Rating: 2200 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ste's solution](#)

813.

2173E

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Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Ste's solution](#)

814.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[Ste's solution](#)

815.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Ste's solution](#)

816.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Ste's solution](#)

817.

2144E1

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

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-28 · Java 21 (first AC) · Tags: combinatorics, dp

[Ste's solution](#)

818.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Ste's solution](#)

819.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Ste's solution](#)

820.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Ste's solution](#)

821.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Ste's solution](#)

822.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Ste's solution](#)

823.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Ste's solution](#)

824.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2024-02-12 · last AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ste's solution](#)

825.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Ste's solution](#)

826.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-26 · PyPy 3-64 (first AC) · Tags: —

[Ste's solution](#)

827.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Ste's solution](#)

828.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Ste's solution](#)

829.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Ste's solution](#)

830.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Ste's solution](#)

831.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Ste's solution](#)

832.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Ste's solution](#)

833.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Ste's solution](#)

834.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Ste's solution](#)

835.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Ste's solution](#)

836.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Ste's solution](#)

837.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-17 · last AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Ste's solution](#)

838.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Ste's solution](#)

839.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Ste's solution](#)

840.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Ste's solution](#)

841.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Ste's solution](#)

842.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[Ste's solution](#)

843.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Ste's solution](#)

844.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Ste's solution](#)

845.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Ste's solution](#)

846.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ste's solution](#)

847.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ste's solution](#)

848.

1968G2

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

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Ste's solution](#)

849.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ste's solution](#)

850.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ste's solution](#)

851.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Ste's solution](#)

852.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Ste's solution](#)

853.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Ste's solution](#)

854.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Ste's solution](#)

855.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Ste's solution](#)

856.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Ste's solution](#)

857.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Ste's solution](#)

858.

1178F1

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

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Ste's solution](#)

859.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Ste's solution](#)

860.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

861.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Ste's solution](#)

862.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Ste's solution](#)

863.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[Ste's solution](#)

864.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ste's solution](#)

865.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Ste's solution](#)

866.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Ste's solution](#)

867.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Ste's solution](#)

868.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ste's solution](#)

869.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ste's solution](#)

870.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Ste's solution](#)

871.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Ste's solution](#)

872.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ste's solution](#)

873.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Ste's solution](#)

874.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ste's solution](#)

875.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Ste's solution](#)

876.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Ste's solution](#)

877.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ste's solution](#)

878.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Ste's solution](#)

879.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Ste's solution](#)

880.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ste's solution](#)

881.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Ste's solution](#)

882.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Ste's solution](#)

883.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[Ste's solution](#)

884.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Ste's solution](#)

885.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Ste's solution](#)

886.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Ste's solution](#)

887.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Ste's solution](#)

888.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Ste's solution](#)

889.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Ste's solution](#)

890.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Ste's solution](#)

891.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Ste's solution](#)

892.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Ste's solution](#)

893.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Ste's solution](#)

894.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Ste's solution](#)

895.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Ste's solution](#)

896.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Ste's solution](#)

897.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Ste's solution](#)

898.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Ste's solution](#)

899.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

900.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-10-31 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Ste's solution](#)

901.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2023-10-26 · Java 11 (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

902.

1785C

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

Rating: 2200 · first AC: 2023-10-24 · last AC: 2023-10-24 · Java 11 (first AC) · Tags: data structures, greedy, implementation

[Ste's solution](#)

903.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-10-20 · Java 11 (first AC) · Tags: dp, geometry, probabilities

[Ste's solution](#)

904.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2023-10-19 · last AC: 2023-10-19 · Java 11 (first AC) · Tags: combinatorics, dp, implementation

[Ste's solution](#)

905.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-10-08 · Java 11 (first AC) · Tags: binary search, graphs, greedy, implementation

[Ste's solution](#)

906.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2023-10-05 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Ste's solution](#)

907.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-10-02 · last AC: 2023-10-02 · Java 11 (first AC) · Tags: dp

[Ste's solution](#)

908.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-09-23 · Java 11 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Ste's solution](#)

909.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-09-22 · last AC: 2023-09-22 · Java 11 (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Ste's solution](#)

910.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-09-17 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Ste's solution](#)

911.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-09-17 · Java 11 (first AC) · Tags: constructive algorithms, strings, two pointers

[Ste's solution](#)

912.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2023-09-09 · last AC: 2023-09-09 · Java 17 (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Ste's solution](#)

913.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-09-02 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Ste's solution](#)

914.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-08-23 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Ste's solution](#)

915.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-08-13 · last AC: 2023-08-13 · Java 11 (first AC) · Tags: brute force, data structures, math, number theory

[Ste's solution](#)

916.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-08-11 · Java 11 (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Ste's solution](#)

917.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-26 · Java 11 (first AC) · Tags: binary search, brute force, math, ternary search

[Ste's solution](#)

918.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-07-22 · Java 11 (first AC) · Tags: combinatorics, divide and conquer, dp

[Ste's solution](#)

919.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-07-21 · Java 11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Ste's solution](#)

920.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-07-20 · Java 11 (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Ste's solution](#)

921.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-07-16 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ste's solution](#)

922.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-07-04 · Java 11 (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Ste's solution](#)

923.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-17 · Java 11 (first AC) · Tags: data structures, greedy, math

[Ste's solution](#)

924.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-15 · Java 11 (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Ste's solution](#)

925.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-13 · Java 11 (first AC) · Tags: combinatorics, trees

[Ste's solution](#)

926.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-06-11 · Java 11 (first AC) · Tags: brute force, combinatorics, dp

[Ste's solution](#)

927.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2023-03-25 · Java 11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Ste's solution](#)

928.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-03-25 · Java 11 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Ste's solution](#)

929.

1737D

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

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2023-03-14 · Java 11 (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Ste's solution](#)

930.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-03-08 · Java 11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Ste's solution](#)

931.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-03-02 · Java 11 (first AC) · Tags: dp, graphs, math, number theory

[Ste's solution](#)

932.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-23 · Java 11 (first AC) · Tags: dp, geometry

[Ste's solution](#)

933.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-20 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, math

[Ste's solution](#)

934.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-19 · Java 11 (first AC) · Tags: data structures, dfs and similar, dp

[Ste's solution](#)

935.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-25 · Java 11 (first AC) · Tags: combinatorics, dp, graph matchings, math

[Ste's solution](#)

936.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-03-24 · Java 11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Ste's solution](#)

937.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2022-03-18 · Java 11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Ste's solution](#)

938.

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-03-15 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Ste's solution](#)

939.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · Java 11 (first AC) · Tags: brute force, dp, math, number theory

[Ste's solution](#)

940.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2022-02-19 · Java 11 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Ste's solution](#)

941.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-17 · Java 11 (first AC) · Tags: dp, greedy, sortings, two pointers

[Ste's solution](#)

942.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2022-02-12 · Java 11 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Ste's solution](#)

943.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-26 · Java 11 (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Ste's solution](#)

944.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2022-01-24 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Ste's solution](#)

945.

440D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2022-01-21 · Java 11 (first AC) · Tags: dp, trees

[Ste's solution](#)

946.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-01-17 · Java 11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Ste's solution](#)

947.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-01-15 · Java 11 (first AC) · Tags: data structures, divide and conquer, math

[Ste's solution](#)

948.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-01-12 · Java 11 (first AC) · Tags: data structures, dsu, greedy, sortings

[Ste's solution](#)

949.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-01-09 · Java 11 (first AC) · Tags: dp

[Ste's solution](#)

950.

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2022-01-09 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Ste's solution](#)

951.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2022-01-07 · Java 11 (first AC) · Tags: data structures, dp, greedy

[Ste's solution](#)

952.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · Java 11 (first AC) · Tags: brute force, data structures, greedy, strings
[Ste's solution](#)

953.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · Java 11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[Ste's solution](#)

954.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · Java 11 (first AC) · Tags: binary search, data structures, dp, sortings
[Ste's solution](#)

955.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-07-02 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
[Ste's solution](#)

956.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-20 · last AC: 2021-06-20 · Java 11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[Ste's solution](#)

957.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-11 · Java 11 (first AC) · Tags: data structures, dp, graphs
[Ste's solution](#)

958.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
[Ste's solution](#)

959.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[Ste's solution](#)

960.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[Ste's solution](#)

961.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu
[Ste's solution](#)

962.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Ste's solution](#)

963.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Ste's solution](#)

964.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, probabilities

[Ste's solution](#)

965.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-28 · Python 3 (first AC) · Tags: combinatorics, graph matchings, math

[Ste's solution](#)

966.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Ste's solution](#)

967.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[Ste's solution](#)

968.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Ste's solution](#)

969.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Ste's solution](#)

970.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Ste's solution](#)

971.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Ste's solution](#)

972.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Ste's solution](#)

973.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Ste's solution](#)

974.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ste's solution](#)

975.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Ste's solution](#)

976.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ste's solution](#)

977.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Ste's solution](#)

978.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Ste's solution](#)

979.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Ste's solution](#)

980.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Ste's solution](#)

981.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

982.

1592D

[Hemose in ICPC ? · Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Ste's solution](#)

983.

2035E

[Monster · Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Ste's solution](#)

984.

2021E1

[Digital Village \(Easy Version\) · Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Ste's solution](#)

985.

1699D

[Almost Triple Deletions · Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Ste's solution](#)

986.

1681F

[Unique Occurrences · Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Ste's solution](#)

987.

1712E1

[LCM Sum \(easy version\) · Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Ste's solution](#)

988.

1691E

[Number of Groups · Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Ste's solution](#)

989.

2006C

[Eri and Expanded Sets · Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Ste's solution](#)

990.

1705E

[Mark and Professor Koro · Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Ste's solution](#)

991.

1698E

[PermutationForces II · Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Ste's solution](#)

992.

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Ste's solution](#)

993.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Ste's solution](#)

994.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Ste's solution](#)

995.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Ste's solution](#)

996.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ste's solution](#)

997.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Ste's solution](#)

998.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Ste's solution](#)

999.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Ste's solution](#)

1000.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

1001.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Ste's solution](#)

1002.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Ste's solution](#)

1003.

1970B3

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

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ste's solution](#)

1004.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Ste's solution](#)

1005.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Ste's solution](#)

1006.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ste's solution](#)

1007.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Ste's solution](#)

1008.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy

[Ste's solution](#)

1009.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Ste's solution](#)

1010.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Ste's solution](#)

1011.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ste's solution](#)

1012.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Ste's solution](#)

1013.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1014.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Ste's solution](#)

1015.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Ste's solution](#)

1016.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Ste's solution](#)

1017.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Ste's solution](#)

1018.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Ste's solution](#)

1019.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ste's solution](#)

1020.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ste's solution](#)

1021.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Ste's solution](#)

1022.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[Ste's solution](#)

1023.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

1024.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Ste's solution](#)

1025.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Ste's solution](#)

1026.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Ste's solution](#)

1027.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Ste's solution](#)

1028.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ste's solution](#)

1029.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Ste's solution](#)

1030.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Ste's solution](#)

1031.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Ste's solution](#)

1032.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ste's solution](#)

1033.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Ste's solution](#)

1034.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Ste's solution](#)

1035.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1036.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Ste's solution](#)

1037.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Ste's solution](#)

1038.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Ste's solution](#)

1039.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Ste's solution](#)

1040.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Ste's solution](#)

1041.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-10-27 · Java 11 (first AC) · Tags: brute force, dp

[Ste's solution](#)

1042.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-10-06 · Java 11 (first AC) · Tags: combinatorics, dp, implementation, math
[Ste's solution](#)

1043.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2023-10-05 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Ste's solution](#)

1044.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-01 · Java 11 (first AC) · Tags: dp, graphs, greedy, math, probabilities
[Ste's solution](#)

1045.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-09-28 · Java 11 (first AC) · Tags: dp, games, two pointers
[Ste's solution](#)

1046.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-09-20 · Java 11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
[Ste's solution](#)

1047.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-09-19 · Java 11 (first AC) · Tags: binary search, data structures, implementation, math, number theory
[Ste's solution](#)

1048.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-09-14 · Java 11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
[Ste's solution](#)

1049.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Ste's solution](#)

1050.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-12 · Java 11 (first AC) · Tags: data structures, dp, geometry, greedy, math
[Ste's solution](#)

1051.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
[Ste's solution](#)

1052.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-06-15 · Java 11 (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Ste's solution](#)

1053.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-17 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Ste's solution](#)

1054.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-02-25 · Java 11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Ste's solution](#)

1055.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-02-19 · Java 11 (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Ste's solution](#)

1056.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-02-14 · Java 11 (first AC) · Tags: brute force, data structures, math, number theory

[Ste's solution](#)

1057.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-02-12 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Ste's solution](#)

1058.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2022-12-05 · Java 11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Ste's solution](#)

1059.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2022-03-27 · Java 11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Ste's solution](#)

1060.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2022-03-19 · last AC: 2022-03-19 · Java 11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Ste's solution](#)

1061.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2022-03-17 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ste's solution](#)

1062.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-03-16 · Java 11 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Ste's solution](#)

1063.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-03-10 · Java 11 (first AC) · Tags: brute force, dp, implementation, math, trees

[Ste's solution](#)

1064.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · Java 11 (first AC) · Tags: implementation, math, probabilities

[Ste's solution](#)

1065.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · last AC: 2021-10-31 · Java 11 (first AC) · Tags: dp, greedy, math, number theory

[Ste's solution](#)

1066.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-29 · Java 11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Ste's solution](#)

1067.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ste's solution](#)

1068.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Ste's solution](#)

1069.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 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

[Ste's solution](#)

1070.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Ste's solution](#)

1071.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Ste's solution](#)

1072.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Ste's solution](#)

1073.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Ste's solution](#)

1074.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Ste's solution](#)

1075.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ste's solution](#)

1076.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Ste's solution](#)

1077.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Ste's solution](#)

1078.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Ste's solution](#)

1079.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ste's solution](#)

1080.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Ste's solution](#)

1081.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Ste's solution](#)

1082.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Ste's solution](#)

1083.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Ste's solution](#)

1084.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[Ste's solution](#)

1085.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Ste's solution](#)

1086.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Ste's solution](#)

1087.

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-04-18 · last AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Ste's solution](#)

1088.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

1089.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

1090.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ste's solution](#)

1091.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Ste's solution](#)

1092.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Ste's solution](#)

1093.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Ste's solution](#)

1094.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ste's solution](#)

1095.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Ste's solution](#)

1096.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Ste's solution](#)

1097.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[Ste's solution](#)

1098.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Ste's solution](#)

1099.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, number theory

[Ste's solution](#)

1100.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Ste's solution](#)

1101.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-22 · last AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

bitmasks, data structures, dp, implementation

[Ste's solution](#)

1102.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Ste's solution](#)

1103.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Ste's solution](#)

1104.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Ste's solution](#)

1105.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-09-17 · last AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ste's solution](#)

1106.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-15 · last AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Ste's solution](#)

1107.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-09-12 · last AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Ste's solution](#)

1108.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Ste's solution](#)

1109.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ste's solution](#)

1110.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Ste's solution](#)

1111.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ste's solution](#)

1112.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Ste's solution](#)

1113.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Ste's solution](#)

1114.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Ste's solution](#)

1115.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Ste's solution](#)

1116.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1117.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Ste's solution](#)

1118.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Ste's solution](#)

1119.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Ste's solution](#)

1120.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Ste's solution](#)

1121.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation,

math

[Ste's solution](#)

1122.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Ste's solution](#)

1123.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Ste's solution](#)

1124.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Ste's solution](#)

1125.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Ste's solution](#)

1126.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Ste's solution](#)

1127.

1780G

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

Quality: 994 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Ste's solution](#)

1128.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Ste's solution](#)

1129.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Ste's solution](#)

1130.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Ste's solution](#)

1131.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Ste's solution](#)

1132.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Ste's solution](#)

1133.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Ste's solution](#)

1134.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Ste's solution](#)

1135.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Ste's solution](#)

1136.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Ste's solution](#)

1137.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ste's solution](#)

1138.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Ste's solution](#)

1139.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Ste's solution](#)

1140.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[Ste's solution](#)

1141.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Ste's solution](#)

1142.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Ste's solution](#)

1143.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Ste's solution](#)

1144.

1943D1

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

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

[Ste's solution](#)

1145.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[Ste's solution](#)

1146.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1147.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

1148.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[Ste's solution](#)

1149.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Ste's solution](#)

1150.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-12-27 · last AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Ste's solution](#)

1151.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Ste's solution](#)

1152.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Ste's solution](#)

1153.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Ste's solution](#)

1154.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-27 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Ste's solution](#)

1155.

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Ste's solution](#)

1156.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-21 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Ste's solution](#)

1157.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-06-11 · Java 11 (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Ste's solution](#)

1158.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-06-02 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Ste's solution](#)

1159.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Ste's solution](#)

1160.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-22 · Java 11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Ste's solution](#)

1161.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-12-10 · Java 11 (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Ste's solution](#)

1162.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · Java 11 (first AC) · Tags: combinatorics, dp, games, math

[Ste's solution](#)

1163.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2022-01-19 · Java 11 (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Ste's solution](#)

1164.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[Ste's solution](#)

1165.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Ste's solution](#)

1166.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Ste's solution](#)

1167.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Ste's solution](#)

1168.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Ste's solution](#)

1169.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Ste's solution](#)

1170.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Ste's solution](#)

1171.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2025-04-17 · last AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Ste's solution](#)

1172.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Ste's solution](#)

1173.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Ste's solution](#)

1174.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Ste's solution](#)

1175.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Ste's solution](#)

1176.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Ste's solution](#)

1177.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Ste's solution](#)

1178.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-01-24 · last AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Ste's solution](#)

1179.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Ste's solution](#)

1180.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Ste's solution](#)

1181.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Ste's solution](#)

1182.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Ste's solution](#)

1183.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ste's solution](#)

1184.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Ste's solution](#)

1185.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Ste's solution](#)

1186.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Ste's solution](#)

1187.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Ste's solution](#)

1188.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Ste's solution](#)

1189.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Ste's solution](#)

1190.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Ste's solution](#)

1191.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-28 · last AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Ste's solution](#)

1192.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Ste's solution](#)

1193.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Ste's solution](#)

1194.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Ste's solution](#)

1195.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-17 · last AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Ste's solution](#)

1196.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ste's solution](#)

1197.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ste's solution](#)

1198.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Ste's solution](#)

1199.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Ste's solution](#)

1200.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[Ste's solution](#)

1201.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Ste's solution](#)

1202.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Ste's solution](#)

1203.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Ste's solution](#)

1204.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Ste's solution](#)

1205.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Ste's solution](#)

1206.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ste's solution](#)

1207.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ste's solution](#)

1208.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-07-14 · Java 11 (first AC) · Tags: dp, implementation, math

[Ste's solution](#)

1209.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-14 · Java 11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Ste's solution](#)

1210.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Ste's solution](#)

1211.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Ste's solution](#)

1212.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[Ste's solution](#)

1213.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Ste's solution](#)

1214.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Ste's solution](#)

1215.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Ste's solution](#)

1216.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Ste's solution](#)

1217.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Ste's solution](#)

1218.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Ste's solution](#)

1219.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Ste's solution](#)

1220.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Ste's solution](#)

1221.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[Ste's solution](#)

1222.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Ste's solution](#)

1223.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Ste's solution](#)

1224.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[Ste's solution](#)

1225.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Ste's solution](#)

1226.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Ste's solution](#)

1227.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Ste's solution](#)

1228.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Ste's solution](#)

1229.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ste's solution](#)

1230.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Ste's solution](#)

1231.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Ste's solution](#)

1232.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Ste's solution](#)

1233.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Ste's solution](#)

1234.

2073C

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

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

1235.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Ste's solution](#)

1236.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Ste's solution](#)

1237.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Ste's solution](#)

1238.

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[Ste's solution](#)

1239.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Ste's solution](#)

1240.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Ste's solution](#)

1241.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Ste's solution](#)

1242.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Ste's solution](#)

1243.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Ste's solution](#)

1244.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Ste's solution](#)

1245.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Ste's solution](#)

1246.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Ste's solution](#)

1247.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Ste's solution](#)

1248.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Ste's solution](#)

1249.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-30 · last AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Ste's solution](#)

1250.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Ste's solution](#)

1251.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Ste's solution](#)

1252.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Ste's solution](#)

1253.

2096G

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

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Ste's solution](#)

1254.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[Ste's solution](#)

1255.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Ste's solution](#)

1256.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1257.

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1258.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1259.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1260.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1261.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · last AC: 2026-03-17 · Python 3 (first AC) · Tags: —

[Ste's solution](#)

1262.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: —

[Ste's solution](#)

1263.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1264.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: —

[Ste's solution](#)

1265.

106353G

[Group Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1266.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1267.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · PyPy 3 (first AC) · Tags: —

[Ste's solution](#)

1268.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · PyPy 3 (first AC) · Tags: —

[Ste's solution](#)

1269.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1270.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · PyPy 3 (first AC) · Tags: —

[Ste's solution](#)

1271.

106252K

[Relay Jump](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · PyPy 3 (first AC) · Tags: —

[Ste's solution](#)

1272.

106252F

[The Bond Beyond Time](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1273.

106252M

[The End?](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · PyPy 3 (first AC) · Tags: —

[Ste's solution](#)

1274.

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1275.

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · PyPy 3 (first AC) · Tags: —

[Ste's solution](#)

1276.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1277.

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1278.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1279.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1280.

106225B

[Billion Players Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1281.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1282.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · PyPy 3 (first AC) · Tags: —

[Ste's solution](#)

1283.

106225D

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

Rating: — · first AC: 2026-02-07 · PyPy 3 (first AC) · Tags: —

[Ste's solution](#)

1284.

106249C

[Quantum Beaver](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1285.

106250E

[Mahjong Connect](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1286.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1287.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1288.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1289.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1290.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · PyPy 3 (first AC) · Tags: —

[Ste's solution](#)

1291.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1292.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · Python 3 (first AC) · Tags: —

[Ste's solution](#)

1293.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1294.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1295.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1296.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1297.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1298.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · PyPy 3 (first AC) · Tags: —

[Ste's solution](#)

1299.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1300.

105837D

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

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

1301.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

1302.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

1303.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

1304.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

1305.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

1306.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

1307.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

1308.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ste's solution](#)

1309.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · last AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1310.

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1311.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1312.

105666C

[Not-So-Long Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1313.

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1314.

105254P

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1315.

105254T

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-13 · last AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1316.

105254V

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1317.

105254U

[Toy Train Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1318.

105254W

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1319.

105254Q

[Doing the Container Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1320.

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1321.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1322.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1323.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1324.

104871I

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

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1325.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1326.

104871G

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

Rating: — · first AC: 2024-05-05 · last AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1327.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1328.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1329.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1330.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1331.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1332.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1333.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1334.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1335.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1336.

104128I

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

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ste's solution](#)

1337.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Ste's solution](#)

1338.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Ste's solution](#)

1339.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Ste's solution](#)

1340.

104587K

[Weighty Tomes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1341.

104587A

[All in the Family](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1342.

104587J

[Simply Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1343.

104587B

[Kinky Word Searches](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1344.

104587L

[Workers of the World Unite! Just Not Too Close.](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1345.

104587C

[Math Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1346.

104587H

[Restroom Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1347.

104587E

[Over the Hill, Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1348.

104587G

[A Rank Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1349.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1350.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1351.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1352.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1353.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1354.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1355.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1356.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1357.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1358.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1359.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1360.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1361.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1362.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1363.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1364.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1365.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1366.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1367.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1368.

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · last AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1369.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1370.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1371.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1372.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1373.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1374.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1375.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1376.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1377.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1378.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1379.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1380.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1381.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1382.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1383.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1384.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1385.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1386.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1387.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1388.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1389.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1390.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ste's solution](#)

1391.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1392.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1393.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)

1394.

103241R

[Kakyoin's Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ste's solution](#)