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Unique solved — Sugar fan

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

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

Filters: none

Count: 3,980

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,731 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Sugar fan's solution](#)

2.

2218C

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

Quality: 26,382 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Sugar fan's solution](#)

3.

2218B

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

Quality: 33,616 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Sugar fan's solution](#)

4.

2218A

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

Quality: 34,849 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

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5.

2210A

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

Quality: 22,210 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Sugar fan's solution](#)

6.

2211A

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

Quality: 16,052 global accepts · Rating: 800 · first AC: 2026-03-28 · Rust 2024 (first AC) · Tags: implementation, math

[Sugar fan's solution](#)

7.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,527 global accepts · Rating: 800 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: greedy

[Sugar fan's solution](#)

8.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 800 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: brute force, implementation

[Sugar fan's solution](#)

9.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,194 global accepts · Rating: 800 · first AC: 2026-03-14 · Rust 2024 (first AC) · Tags: constructive algorithms, math

[Sugar fan's solution](#)

10.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,673 global accepts · Rating: 800 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: greedy, strings

[Sugar_fan's solution](#)

11.

2205B

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

Quality: 16,164 global accepts · Rating: 800 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

12.

2205A

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

Quality: 17,289 global accepts · Rating: 800 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms

[Sugar_fan's solution](#)

13.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,971 global accepts · Rating: 800 · first AC: 2026-02-25 · Rust 2024 (first AC) · Tags: math

[Sugar_fan's solution](#)

14.

2192A

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

Quality: 17,900 global accepts · Rating: 800 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: brute force, strings

[Sugar_fan's solution](#)

15.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: games

[Sugar_fan's solution](#)

16.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,434 global accepts · Rating: 800 · first AC: 2025-12-29 · Rust 2024 (first AC) · Tags: brute force

[Sugar_fan's solution](#)

17.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,324 global accepts · Rating: 800 · first AC: 2025-12-29 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Sugar_fan's solution](#)

18.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 800 · first AC: 2025-12-27 · Rust 2024 (first AC) · Tags: greedy, strings

[Sugar_fan's solution](#)

19.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · Rust 2024 (first AC) · Tags: greedy, strings

[Sugar_fan's solution](#)

20.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · Rust 2024 (first AC) · Tags: brute force, number theory

[Sugar_fan's solution](#)

21.

2173A

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

Quality: 23,777 global accepts · Rating: 800 · first AC: 2025-12-05 · Rust 2024 (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

22.

2157A

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

Quality: 16,487 global accepts · Rating: 800 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: greedy, implementation, sortings

[Sugar_fan's solution](#)

23.

2163A

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

Quality: 19,591 global accepts · Rating: 800 · first AC: 2025-11-10 · Rust 2024 (first AC) · Tags: brute force, greedy, math, sortings

[Sugar_fan's solution](#)

24.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: brute force, sortings

[Sugar_fan's solution](#)

25.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · Rust 2024 (first AC) · Tags: games, greedy, implementation, math

[Sugar_fan's solution](#)

26.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,865 global accepts · Rating: 800 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, greedy

[Sugar_fan's solution](#)

27.

2162A

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

Quality: 41,585 global accepts · Rating: 800 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: brute force, greedy

[Sugar_fan's solution](#)

28.

2153B

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

Quality: 22,586 global accepts · Rating: 800 · first AC: 2025-10-10 · Rust 2024 (first AC) · Tags: bitmasks, greedy

[Sugar_fan's solution](#)

29.

2153A

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

Quality: 26,364 global accepts · Rating: 800 · first AC: 2025-10-10 · Rust 2024 (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

30.

2145A

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

Quality: 30,749 global accepts · Rating: 800 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: math

[Sugar_fan's solution](#)

31.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,160 global accepts · Rating: 800 · first AC: 2025-10-05 · Rust 2024 (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

32.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,626 global accepts · Rating: 800 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy
[Sugar_fan's solution](#)

33.

2143A

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

Quality: 20,698 global accepts · Rating: 800 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: brute force, two pointers
[Sugar_fan's solution](#)

34.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 800 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[Sugar_fan's solution](#)

35.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-13 · Rust 2024 (first AC) · Tags: geometry
[Sugar_fan's solution](#)

36.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,408 global accepts · Rating: 800 · first AC: 2025-09-13 · Rust 2024 (first AC) · Tags: brute force, hashing, math
[Sugar_fan's solution](#)

37.

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, implementation
[Sugar_fan's solution](#)

38.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 800 · first AC: 2025-08-24 · Rust 2021 (first AC) · Tags: greedy
[Sugar_fan's solution](#)

39.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,967 global accepts · Rating: 800 · first AC: 2025-08-24 · Rust 2021 (first AC) · Tags: brute force, data structures, implementation, math
[Sugar_fan's solution](#)

40.

2131B

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

Quality: 30,949 global accepts · Rating: 800 · first AC: 2025-08-10 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math
[Sugar_fan's solution](#)

41.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,861 global accepts · Rating: 800 · first AC: 2025-08-10 · Rust 2021 (first AC) · Tags: math
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42.

2127A

[Mix Mex Max](#) · [Tutorial](#)

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[Sugar_fan's solution](#)

43.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,484 global accepts · Rating: 800 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

44.

2125A

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

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[Sugar_fan's solution](#)

45.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

46.

2126B

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

Quality: 37,688 global accepts · Rating: 800 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

47.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,071 global accepts · Rating: 800 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: brute force, implementation, math

[Sugar_fan's solution](#)

48.

2124A

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

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

49.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,908 global accepts · Rating: 800 · first AC: 2025-07-01 · Rust 2021 (first AC) · Tags: greedy

[Sugar_fan's solution](#)

50.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,686 global accepts · Rating: 800 · first AC: 2025-07-01 · Rust 2021 (first AC) · Tags: math

[Sugar_fan's solution](#)

51.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2025-06-23 · Rust 2021 (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

52.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Sugar_fan's solution](#)

53.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[Sugar_fan's solution](#)

54.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Sugar_fan's solution](#)

55.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Sugar_fan's solution](#)

56.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

57.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,836 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Sugar_fan's solution](#)

58.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,541 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Sugar_fan's solution](#)

59.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

60.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,314 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[Sugar_fan's solution](#)

61.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,753 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Sugar_fan's solution](#)

62.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

63.

2069A

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

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[Sugar_fan's solution](#)

64.

2065B

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

Quality: 42,071 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Sugar_fan's solution](#)

65.

2065A

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

Quality: 55,625 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Sugar_fan's solution](#)

66.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

67.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,509 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

68.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[Sugar_fan's solution](#)

69.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

70.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Sugar_fan's solution](#)

71.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Sugar_fan's solution](#)

72.

2027A

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

Quality: 22,024 global accepts · Rating: 800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[Sugar_fan's solution](#)

73.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

74.

2003B

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

Quality: 27,527 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Sugar_fan's solution](#)

75.

2003A

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

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Sugar_fan's solution](#)

76.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,708 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

77.

2002A

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

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

[Sugar_fan's solution](#)

78.

1998A

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

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

[Sugar_fan's solution](#)

79.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

80.

1997A

[Strong Password](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

81.

1991A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

82.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sugar_fan's solution](#)

83.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

84.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,990 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

85.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

86.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,505 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Sugar_fan's solution](#)

87.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,982 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[Sugar_fan's solution](#)

88.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Sugar_fan's solution](#)

89.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sugar_fan's solution](#)

90.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Sugar_fan's solution](#)

91.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,500 global accepts · Rating: 800 · first AC: 2024-06-03 · Ruby 3 (first AC) · Tags: sortings

[Sugar_fan's solution](#)

92.

1980A

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

Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-06-03 · Go (first AC) · Tags: math

[Sugar_fan's solution](#)

93.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Sugar_fan's solution](#)

94.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,643 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Sugar_fan's solution](#)

95.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,196 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

- 96.**
1975A
[Bazoka and Mocha's Array](#) · [Tutorial](#)
Quality: 20,712 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[Sugar_fan's solution](#)
- 97.**
1974B
[Symmetric Encoding](#) · [Tutorial](#)
Quality: 34,484 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[Sugar_fan's solution](#)
- 98.**
1974A
[Phone Desktop](#) · [Tutorial](#)
Quality: 37,908 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Sugar_fan's solution](#)
- 99.**
1971B
[Different String](#) · [Tutorial](#)
Quality: 44,702 global accepts · Rating: 800 · first AC: 2024-05-10 · Kotlin 1.9 (first AC) · Tags: implementation, strings
[Sugar_fan's solution](#)
- 100.**
1971A
[My First Sorting Problem](#) · [Tutorial](#)
Quality: 59,471 global accepts · Rating: 800 · first AC: 2024-05-10 · Kotlin 1.9 (first AC) · Tags: implementation, sortings
[Sugar_fan's solution](#)
- 101.**
1968B
[Prefiguence](#) · [Tutorial](#)
Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[Sugar_fan's solution](#)
- 102.**
1968A
[Maximize?](#) · [Tutorial](#)
Quality: 39,454 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Sugar_fan's solution](#)
- 103.**
1969A
[Two Friends](#) · [Tutorial](#)
Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Sugar_fan's solution](#)
- 104.**
1955A
[Yogurt Sale](#) · [Tutorial](#)
Quality: 52,724 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math
[Sugar_fan's solution](#)
- 105.**
1942A
[Farmer John's Challenge](#) · [Tutorial](#)
Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Sugar_fan's solution](#)
- 106.**
1950C
[Clock Conversion](#) · [Tutorial](#)
Quality: 46,900 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

107.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,206 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

108.

1950A

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

Quality: 69,436 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

109.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Sugar_fan's solution](#)

110.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,316 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

111.

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Sugar_fan's solution](#)

112.

1935A

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

Quality: 30,322 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[Sugar_fan's solution](#)

113.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

114.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,105 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Sugar_fan's solution](#)

115.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Sugar_fan's solution](#)

116.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

117.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Sugar_fan's solution](#)

118.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,187 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

119.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

120.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

121.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,939 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sugar_fan's solution](#)

122.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,434 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Sugar_fan's solution](#)

123.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

124.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,146 global accepts · Rating: 800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Sugar_fan's solution](#)

125.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,849 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Sugar_fan's solution](#)

126.

1920A

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

Quality: 29,554 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Sugar_fan's solution](#)

127.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

128.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,589 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

129.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

130.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Sugar_fan's solution](#)

131.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

132.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Sugar_fan's solution](#)

133.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,175 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Sugar_fan's solution](#)

134.

1915B

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

Quality: 50,347 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Sugar_fan's solution](#)

135.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,788 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Sugar_fan's solution](#)

136.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,243 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

137.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

138.

1914B

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

Quality: 33,224 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

139.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Sugar_fan's solution](#)

140.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Sugar_fan's solution](#)

141.

1905A

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

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

142.

1912L

[LOL Lovers](#) · [Tutorial](#)

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

143.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,753 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Sugar_fan's solution](#)

144.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,596 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Sugar_fan's solution](#)

145.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,066 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[Sugar_fan's solution](#)

146.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,276 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Sugar_fan's solution](#)

147.

1898A

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

Quality: 17,422 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Sugar_fan's solution](#)

148.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,918 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[Sugar_fan's solution](#)

149.

1895B

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

Quality: 21,588 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Sugar_fan's solution](#)

150.

1891A

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

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[Sugar_fan's solution](#)

151.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Sugar_fan's solution](#)

152.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[Sugar_fan's solution](#)

153.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Sugar_fan's solution](#)

154.

1878A

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

Quality: 78,642 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Sugar_fan's solution](#)

155.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Sugar_fan's solution](#)

156.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Sugar_fan's solution](#)

157.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,004 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
[Sugar_fan's solution](#)

158.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,973 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Sugar_fan's solution](#)

159.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,684 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Sugar_fan's solution](#)

160.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,387 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Sugar_fan's solution](#)

161.

1867A

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

Quality: 21,142 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[Sugar_fan's solution](#)

162.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,172 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Sugar_fan's solution](#)

163.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,320 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[Sugar_fan's solution](#)

164.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Sugar_fan's solution](#)

165.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Sugar_fan's solution](#)

166.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,963 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Sugar_fan's solution](#)

167.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,263 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
[Sugar_fan's solution](#)

168.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,391 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Sugar_fan's solution](#)

169.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Sugar_fan's solution](#)

170.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Sugar_fan's solution](#)

171.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,453 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[Sugar_fan's solution](#)

172.

1851A

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

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

[Sugar_fan's solution](#)

173.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,419 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

174.

1850C

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

Quality: 53,536 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

175.

1850B

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

Quality: 50,375 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Sugar_fan's solution](#)

176.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,193 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Sugar_fan's solution](#)

177.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

178.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,951 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Sugar_fan's solution](#)

179.

1847A

[The Man who became a God](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

180.

1845A

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

Quality: 47,332 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Sugar_fan's solution](#)

181.

1842A

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

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

[Sugar_fan's solution](#)

182.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,493 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Sugar_fan's solution](#)

183.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,307 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Sugar_fan's solution](#)

184.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,643 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

185.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,081 global accepts · Rating: 800 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

186.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Sugar_fan's solution](#)

187.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,049 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[Sugar_fan's solution](#)

188.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

189.

1839A

[The Good Array](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

190.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,821 global accepts · Rating: 800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

191.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Sugar_fan's solution](#)

192.

1829C

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

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

[Sugar_fan's solution](#)

193.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,007 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

194.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,689 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

195.

1823A

[A-characteristic](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

196.

1822C

[Bun Lover](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

197.

1822B

[Karina and Array](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

198.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

199.

1821A

[Matching](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

200.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

201.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,425 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

202.

1805B

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

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

[Sugar_fan's solution](#)

203.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,909 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Sugar_fan's solution](#)

204.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: strings

[Sugar_fan's solution](#)

205.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: greedy

[Sugar_fan's solution](#)

206.

1795A

[Two Towers](#) · [Tutorial](#)

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207.

1788A

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208.

1790B

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209.

1790A

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210.

1780A

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Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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211.

1792A

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Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · Kotlin 1.7 (first AC) · Tags: greedy, sortings

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212.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, implementation

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213.

1783A

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Quality: 48,698 global accepts · Rating: 800 · first AC: 2023-01-08 · Rust 2021 (first AC) · Tags: constructive algorithms, math, sortings

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214.

1731A

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Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · Rust 2021 (first AC) · Tags: greedy, math

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215.

1763A

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216.

1772A

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217.

1774A

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218.

1767B

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Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · Rust 2021 (first AC) · Tags: data structures, greedy, sortings
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219.

1767A

[Cut the Triangle](#) · [Tutorial](#)

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220.

1766A

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221.

1748A

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

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[Sugar_fan's solution](#)

222.

1749A

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Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-20 · Rust 2021 (first AC) · Tags: greedy, implementation
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223.

1742B

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Quality: 61,085 global accepts · Rating: 800 · first AC: 2022-10-13 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings
[Sugar_fan's solution](#)

224.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,284 global accepts · Rating: 800 · first AC: 2022-10-13 · Rust 2021 (first AC) · Tags: implementation
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225.

1741B

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

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[Sugar_fan's solution](#)

226.

1741A

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Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-12 · Rust 2021 (first AC) · Tags: implementation, strings

[Sugar fan's solution](#)

227.

1736A

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[Sugar fan's solution](#)

228.

1735A

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229.

1730A

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

[Sugar fan's solution](#)

230.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sugar fan's solution](#)

231.

1734A

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232.

1729B

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[Sugar fan's solution](#)

233.

1729A

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234.

1728B

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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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235.

1728A

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236.

1725A

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237.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,174 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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238.

1722B

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239.

1722A

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240.

1721A

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241.

1715A

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[Sugar fan's solution](#)

242.

1712B

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

[Sugar fan's solution](#)

243.

1712A

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

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

[Sugar fan's solution](#)

244.

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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245.

1716A

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Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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246.

1705A

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247.

1701B

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248.

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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249.

1699A

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Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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250.

1695A

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[Sugar_fan's solution](#)

251.

1692C

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Quality: 38,911 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

252.

1692B

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Quality: 39,433 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

253.

1692A

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Quality: 85,730 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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254.

1697A

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255.

1689A

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256.

1690C

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257.

1690B

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258.

1690A

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1681B

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1681A

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261.

1680B

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262.

1680A

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263.

1676C

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264.

1676B

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265.

1676A

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266.

1670A

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267.

1675A

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268.

1674B

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269.

1674A

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270.

1673A

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1671A

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272.

1669C

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1669B

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274.

1669A

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275.

1661A

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276.

1660B

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277.

1660A

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278.

1658B

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279.

1658A

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[Sugar_fan's solution](#)

280.

1657B

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Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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281.

1657A

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282.

1647A

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283.

1650A

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284.

1635B

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285.

1635A

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286.

1624A

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287.

1611B

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288.

1611A

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289.

1612A

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290.

1582A

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291.

1593A

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Quality: 41,538 global accepts · Rating: 800 · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math

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292.

1598A

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Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

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293.

1594A

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294.

1571A

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295.

1592A

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[Sugar_fan's solution](#)

296.

1574A

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[Sugar_fan's solution](#)

297.

1567A

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Quality: 31,715 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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298.

1556A

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Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

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299.

1560C

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[Sugar_fan's solution](#)

300.

1560B

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[Sugar_fan's solution](#)

301.

1560A

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302.

1557A

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[Sugar_fan's solution](#)

303.

1554A

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304.

1550A

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305.

1547B

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[Sugar_fan's solution](#)

306.

1547A

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Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: implementation, math

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307.

1542A

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Quality: 51,631 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

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308.

1535A

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Quality: 57,151 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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309.

1527A

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310.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

311.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

312.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

313.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

314.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms,

implementation

[Sugar_fan's solution](#)

315.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Sugar_fan's solution](#)

316.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Sugar_fan's solution](#)

317.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

318.

1491A

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

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Sugar_fan's solution](#)

319.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,973 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

320.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Sugar_fan's solution](#)

321.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Sugar_fan's solution](#)

322.

1473A

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

Quality: 37,423 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[Sugar_fan's solution](#)

323.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

324.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,831 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Sugar_fan's solution](#)

325.

1472A

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

Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

326.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

327.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Sugar_fan's solution](#)

328.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

329.

231A

[Team](#) · [Tutorial](#)

Quality: 430,180 global accepts · Rating: 800 · first AC: 2020-12-07 · OCaml (first AC) · Tags: brute force, greedy

[Sugar_fan's solution](#)

330.

71A

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

Quality: 503,153 global accepts · Rating: 800 · first AC: 2020-12-07 · OCaml (first AC) · Tags: strings

[Sugar_fan's solution](#)

331.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,689 global accepts · Rating: 800 · first AC: 2019-03-16 · last AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

332.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,257 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

333.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

334.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

335.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

336.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,938 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

337.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Sugar_fan's solution](#)

338.

1431A

[Selling Hamburgers](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[Sugar_fan's solution](#)

339.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sugar_fan's solution](#)

340.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,464 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Sugar_fan's solution](#)

341.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Sugar_fan's solution](#)

342.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Sugar_fan's solution](#)

343.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

344.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,647 global accepts · Rating: 800 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

345.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,784 global accepts · Rating: 800 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

346.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,414 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Sugar fan's solution](#)

347.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Sugar fan's solution](#)

348.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Sugar fan's solution](#)

349.

1392A

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

Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Sugar fan's solution](#)

350.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,901 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Sugar fan's solution](#)

351.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Sugar fan's solution](#)

352.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Sugar fan's solution](#)

353.

1391A

[Suborrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Sugar fan's solution](#)

354.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Sugar fan's solution](#)

355.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,807 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Sugar fan's solution](#)

356.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,578 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Sugar fan's solution](#)

357.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Sugar_fan's solution](#)

358.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sugar_fan's solution](#)

359.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,256 global accepts · Rating: 800 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

360.

1368A

[C++](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Sugar_fan's solution](#)

361.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,187 global accepts · Rating: 800 · first AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

362.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,716 global accepts · Rating: 800 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

363.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

364.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,119 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

365.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,585 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

366.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

367.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

368.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-02-25 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

369.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

370.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,427 global accepts · Rating: 800 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

371.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

372.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

373.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-27 · Mono C# (first AC) · Tags: math

[Sugar_fan's solution](#)

374.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-15 · Java 8 (first AC) · Tags: math

[Sugar_fan's solution](#)

375.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

376.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

377.

1212A

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

Rating: 800 · first AC: 2019-08-31 · last AC: 2019-09-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

378.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Sugar_fan's solution](#)

379.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Sugar_fan's solution](#)

380.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,126 global accepts · Rating: 800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Sugar_fan's solution](#)

381.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

382.

1186A

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

Quality: 42,452 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

383.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

384.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,425 global accepts · Rating: 800 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[Sugar_fan's solution](#)

385.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sugar_fan's solution](#)

386.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

387.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,979 global accepts · Rating: 800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sugar_fan's solution](#)

388.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2019-06-04 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms

[Sugar_fan's solution](#)

389.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

390.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2019-05-23 · Kotlin 1.4 (first AC) · Tags: implementation, sortings

[Sugar_fan's solution](#)

391.

1171D

[Got Any Grapes?](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: *special, brute force, greedy, implementation

[Sugar_fan's solution](#)

392.

1171B

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

393.

1171A

[Dice Rolling](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: *special

[Sugar_fan's solution](#)

394.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Sugar_fan's solution](#)

395.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

396.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

397.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,053 global accepts · Rating: 800 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

398.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,975 global accepts · Rating: 800 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[Sugar_fan's solution](#)

399.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

400.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

401.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[Sugar_fan's solution](#)

402.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,664 global accepts · Rating: 800 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[Sugar_fan's solution](#)

403.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,182 global accepts · Rating: 800 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Sugar_fan's solution](#)

404.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Sugar_fan's solution](#)

405.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Sugar_fan's solution](#)

406.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[Sugar_fan's solution](#)

407.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[Sugar_fan's solution](#)

408.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[Sugar_fan's solution](#)

409.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Sugar_fan's solution](#)

410.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Sugar_fan's solution](#)

411.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Sugar_fan's solution](#)

412.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,613 global accepts · Rating: 800 · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

413.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Sugar_fan's solution](#)

414.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

415.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

416.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,215 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sugar_fan's solution](#)

417.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,274 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

418.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-17 · GNU C11 (first AC) · Tags: math

[Sugar_fan's solution](#)

419.

1080A

[Petya and Origami](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

420.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

421.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

422.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,136 global accepts · Rating: 800 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

423.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,285 global accepts · Rating: 800 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

424.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

425.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

426.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,158 global accepts · Rating: 800 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Sugar_fan's solution](#)

427.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

428.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sugar_fan's solution](#)

429.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

430.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

431.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

432.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

433.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,873 global accepts · Rating: 800 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

434.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

435.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

436.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,495 global accepts · Rating: 800 · first AC: 2018-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

437.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Sugar_fan's solution](#)

438.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 800 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

439.

977A

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

Quality: 217,454 global accepts · Rating: 800 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

440.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

441.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-17 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

[Sugar_fan's solution](#)

442.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 800 · first AC: 2018-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

443.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-09 · Python 3 (first AC) · Tags: greedy

[Sugar_fan's solution](#)

444.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-02-03 · last AC: 2018-02-03 · MS C# (first AC) · Tags: implementation

[Sugar_fan's solution](#)

445.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

446.

2210B

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

Quality: 17,522 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Sugar_fan's solution](#)

447.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · Rust 2024 (first AC) · Tags: dp, greedy, implementation, strings

[Sugar_fan's solution](#)

448.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,846 global accepts · Rating: 900 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

449.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,049 global accepts · Rating: 900 · first AC: 2025-11-14 · Rust 2024 (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

450.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 900 · first AC: 2025-09-13 · Rust 2024 (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

451.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,360 global accepts · Rating: 900 · first AC: 2025-07-22 · Rust 2021 (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

452.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

453.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[Sugar_fan's solution](#)

454.

2013B

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

Quality: 28,240 global accepts · Rating: 900 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

455.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Sugar_fan's solution](#)

456.

1990A

[Submission Bait](#) · [Tutorial](#)

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

457.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,528 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[Sugar_fan's solution](#)

458.

1971C

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

Quality: 41,571 global accepts · Rating: 900 · first AC: 2024-05-10 · Kotlin 1.9 (first AC) · Tags: implementation
[Sugar_fan's solution](#)

459.

1954A

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

Quality: 27,625 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Sugar_fan's solution](#)

460.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,568 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Sugar_fan's solution](#)

461.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Sugar_fan's solution](#)

462.

1927B

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

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

463.

1918B

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

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

464.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,598 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Sugar_fan's solution](#)

465.

1915D

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

Quality: 35,081 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[Sugar_fan's solution](#)

466.

1900B

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

Quality: 20,468 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Sugar fan's solution](#)

467.

1878C

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

Quality: 57,630 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[Sugar fan's solution](#)

468.

1879B

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

Quality: 25,075 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar fan's solution](#)

469.

1872B

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

Quality: 30,493 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Sugar fan's solution](#)

470.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Sugar fan's solution](#)

471.

1856B

[Good Arrays](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

472.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,790 global accepts · Rating: 900 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[Sugar fan's solution](#)

473.

1848A

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

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

[Sugar fan's solution](#)

474.

1845B

[Come Together](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

475.

1837B

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

Quality: 50,088 global accepts · Rating: 900 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Sugar fan's solution](#)

476.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,119 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Sugar fan's solution](#)

477.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,854 global accepts · Rating: 900 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

478.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy

[Sugar_fan's solution](#)

479.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

480.

1771A

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

Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-11 · Rust 2021 (first AC) · Tags: combinatorics, math, sortings

[Sugar_fan's solution](#)

481.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, implementation

[Sugar_fan's solution](#)

482.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-20 · Rust 2021 (first AC) · Tags: greedy

[Sugar_fan's solution](#)

483.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,080 global accepts · Rating: 900 · first AC: 2022-10-13 · Rust 2021 (first AC) · Tags: implementation

[Sugar_fan's solution](#)

484.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

485.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sugar_fan's solution](#)

486.

1699B

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

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Sugar_fan's solution](#)

487.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

488.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Sugar_fan's solution](#)

489.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,162 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Sugar_fan's solution](#)

490.

1675B

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

Quality: 43,277 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

491.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,094 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

492.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

493.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,931 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

494.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

495.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

496.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,471 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Sugar_fan's solution](#)

497.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,358 global accepts · Rating: 900 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Sugar_fan's solution](#)

498.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

499.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,573 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[Sugar_fan's solution](#)

500.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[Sugar_fan's solution](#)

501.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[Sugar_fan's solution](#)

502.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math
[Sugar_fan's solution](#)

503.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Sugar_fan's solution](#)

504.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,239 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[Sugar_fan's solution](#)

505.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,796 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Sugar_fan's solution](#)

506.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,201 global accepts · Rating: 900 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Sugar_fan's solution](#)

507.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Sugar_fan's solution](#)

508.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings
[Sugar_fan's solution](#)

509.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[Sugar_fan's solution](#)

510.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Sugar_fan's solution](#)

511.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,982 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

512.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Sugar_fan's solution](#)

513.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,889 global accepts · Rating: 900 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

514.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

515.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Sugar_fan's solution](#)

516.

1313A

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

Quality: 16,230 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Sugar_fan's solution](#)

517.

1295A

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

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-01-29 · Kotlin 1.4 (first AC) · Tags: greedy

[Sugar_fan's solution](#)

518.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Sugar_fan's solution](#)

519.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

520.

1212B

[Two-gram](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-08-31 · last AC: 2019-09-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

521.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

522.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

523.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,032 global accepts · Rating: 900 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

524.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sugar_fan's solution](#)

525.

1187A

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

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

526.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,695 global accepts · Rating: 900 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

527.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

528.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

529.

1171E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

530.

1171C

[Letters Rearranging](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: *special, sortings, strings

[Sugar_fan's solution](#)

531.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[Sugar_fan's solution](#)

532.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,860 global accepts · Rating: 900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

533.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

534.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sugar_fan's solution](#)

535.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

536.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

537.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,771 global accepts · Rating: 900 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Sugar_fan's solution](#)

538.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

539.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Sugar_fan's solution](#)

540.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2019-01-01 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Sugar_fan's solution](#)

541.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-12-31 · PyPy 3 (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

542.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

543.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-17 · GNU C11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[Sugar_fan's solution](#)

544.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 900 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[Sugar_fan's solution](#)

545.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[Sugar_fan's solution](#)

546.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,777 global accepts · Rating: 900 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[Sugar_fan's solution](#)

547.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Sugar_fan's solution](#)

548.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Sugar_fan's solution](#)

549.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Sugar_fan's solution](#)

550.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,769 global accepts · Rating: 900 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Sugar_fan's solution](#)

551.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Sugar_fan's solution](#)

552.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: implementation
[Sugar_fan's solution](#)

553.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · last AC: 2017-12-12 · GNU C++ (first AC) · Tags: implementation
[Sugar_fan's solution](#)

554.

892A

[Greedy](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

555.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: math

[Sugar_fan's solution](#)

556.

2217B

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

Quality: 16,029 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

557.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,379 global accepts · Rating: 1000 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

558.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,338 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[Sugar_fan's solution](#)

559.

2203B

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

Quality: 14,281 global accepts · Rating: 1000 · first AC: 2026-02-25 · Rust 2024 (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Sugar_fan's solution](#)

560.

2192B

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

Quality: 14,543 global accepts · Rating: 1000 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: constructive algorithms, strings

[Sugar_fan's solution](#)

561.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: brute force, math, number theory

[Sugar_fan's solution](#)

562.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: binary search, brute force, greedy, implementation

[Sugar_fan's solution](#)

563.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,905 global accepts · Rating: 1000 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms

[Sugar_fan's solution](#)

564.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,545 global accepts · Rating: 1000 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

565.

2147B

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

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

566.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,910 global accepts · Rating: 1000 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: greedy, sortings, two pointers

[Sugar_fan's solution](#)

567.

2144B

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

Quality: 18,469 global accepts · Rating: 1000 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

568.

2148D

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

Quality: 26,733 global accepts · Rating: 1000 · first AC: 2025-09-13 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, sortings

[Sugar_fan's solution](#)

569.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: greedy

[Sugar_fan's solution](#)

570.

2123C

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

Quality: 30,875 global accepts · Rating: 1000 · first AC: 2025-07-01 · Rust 2021 (first AC) · Tags: brute force, data structures

[Sugar_fan's solution](#)

571.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Sugar_fan's solution](#)

572.

2093C

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

Quality: 30,840 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

573.

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

574.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

575.

2039B

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

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

greedy, implementation, strings

[Sugar_fan's solution](#)

576.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Sugar_fan's solution](#)

577.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Sugar_fan's solution](#)

578.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Sugar_fan's solution](#)

579.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sugar_fan's solution](#)

580.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

581.

1986B

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

Quality: 30,129 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Sugar_fan's solution](#)

582.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Sugar_fan's solution](#)

583.

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Sugar_fan's solution](#)

584.

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Sugar_fan's solution](#)

585.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

586.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,262 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Sugar_fan's solution](#)

587.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Sugar_fan's solution](#)

588.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Sugar_fan's solution](#)

589.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sugar_fan's solution](#)

590.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,229 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Sugar_fan's solution](#)

591.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Sugar_fan's solution](#)

592.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Sugar_fan's solution](#)

593.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Sugar_fan's solution](#)

594.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,893 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sugar_fan's solution](#)

595.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,362 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Sugar_fan's solution](#)

596.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

597.

1844B

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

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

[Sugar_fan's solution](#)

598.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Sugar_fan's solution](#)

599.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

600.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

601.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,558 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Sugar_fan's solution](#)

602.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

603.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,164 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Sugar_fan's solution](#)

604.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[Sugar_fan's solution](#)

605.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,776 global accepts · Rating: 1000 · first AC: 2022-12-12 · Rust 2021 (first AC) · Tags: implementation

[Sugar_fan's solution](#)

606.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · Rust 2021 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Sugar_fan's solution](#)

607.

1725B

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

Quality: 28,262 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Sugar_fan's solution](#)

608.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

609.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,602 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

610.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Sugar_fan's solution](#)

611.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,017 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Sugar_fan's solution](#)

612.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,311 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Sugar_fan's solution](#)

613.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[Sugar_fan's solution](#)

614.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Sugar_fan's solution](#)

615.

1659A

[Red Versus Blue](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

616.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Sugar_fan's solution](#)

617.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

618.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

619.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,922 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Sugar_fan's solution](#)

620.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

621.

1521A

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

Quality: 42,039 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sugar_fan's solution](#)

622.

1515B

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

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

[Sugar_fan's solution](#)

623.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Sugar_fan's solution](#)

624.

1490B

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

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

[Sugar_fan's solution](#)

625.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,132 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Sugar_fan's solution](#)

626.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[Sugar_fan's solution](#)

627.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,042 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

628.

1469A

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

Quality: 30,031 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

629.

1438B

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

Quality: 29,060 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Sugar_fan's solution](#)

630.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Sugar_fan's solution](#)

631.

1419D1

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

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Sugar_fan's solution](#)

632.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,832 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

633.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

634.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

635.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

636.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[Sugar_fan's solution](#)

637.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Sugar_fan's solution](#)

638.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,726 global accepts · Rating: 1000 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math

[Sugar_fan's solution](#)

639.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

640.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

641.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

642.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

643.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

644.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

645.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,523 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

646.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

647.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

648.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

649.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[Sugar_fan's solution](#)

650.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

651.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2019-10-15 · Java 8 (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

652.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

653.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Sugar_fan's solution](#)

654.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

655.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

656.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

657.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,957 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Sugar_fan's solution](#)

658.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

659.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

660.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,573 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Sugar_fan's solution](#)

661.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2019-06-03 · last AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sugar_fan's solution](#)

662.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,585 global accepts · Rating: 1000 · first AC: 2019-06-04 · PyPy 3 (first AC) · Tags: implementation, sortings

[Sugar_fan's solution](#)

663.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

664.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2019-05-23 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, strings

[Sugar_fan's solution](#)

665.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2019-05-23 · Kotlin 1.4 (first AC) · Tags: implementation, sortings

[Sugar_fan's solution](#)

666.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Sugar_fan's solution](#)

667.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Sugar_fan's solution](#)

668.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Sugar_fan's solution](#)

669.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1000 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

670.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar fan's solution](#)

671.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar fan's solution](#)

672.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Sugar fan's solution](#)

673.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,165 global accepts · Rating: 1000 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar fan's solution](#)

674.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,698 global accepts · Rating: 1000 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar fan's solution](#)

675.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sugar fan's solution](#)

676.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sugar fan's solution](#)

677.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sugar fan's solution](#)

678.

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sugar fan's solution](#)

679.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,352 global accepts · Rating: 1000 · first AC: 2019-01-18 · PyPy 3 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Sugar fan's solution](#)

680.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2019-01-18 · PyPy 3 (first AC) · Tags: constructive algorithms, strings

[Sugar fan's solution](#)

681.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

682.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

683.

1084A

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

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

684.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

685.

1073A

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

Quality: 17,052 global accepts · Rating: 1000 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

686.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,069 global accepts · Rating: 1000 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

687.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

688.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

689.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: math

[Sugar_fan's solution](#)

690.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,121 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Sugar_fan's solution](#)

691.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

692.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

693.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-06-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

694.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Sugar_fan's solution](#)

695.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: math, sortings

[Sugar_fan's solution](#)

696.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · last AC: 2017-12-12 · GNU C++ (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

697.

2218D

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

Quality: 18,380 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sugar_fan's solution](#)

698.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,611 global accepts · Rating: 1100 · first AC: 2026-03-28 · Rust 2024 (first AC) · Tags: constructive algorithms, dp, greedy, math

[Sugar_fan's solution](#)

699.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1100 · first AC: 2026-03-14 · Rust 2024 (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Sugar_fan's solution](#)

700.

2183B

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

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

701.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 1100 · first AC: 2025-12-05 · Rust 2024 (first AC) · Tags: dp, greedy, math

[Sugar_fan's solution](#)

702.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · Rust 2024 (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

703.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,319 global accepts · Rating: 1100 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Sugar_fan's solution](#)

704.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,986 global accepts · Rating: 1100 · first AC: 2025-10-05 · Rust 2024 (first AC) · Tags: constructive algorithms, graphs
[Sugar_fan's solution](#)

705.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Sugar_fan's solution](#)

706.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,615 global accepts · Rating: 1100 · first AC: 2025-08-10 · Rust 2021 (first AC) · Tags: math, number theory
[Sugar_fan's solution](#)

707.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[Sugar_fan's solution](#)

708.

2125C

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

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, math, number theory
[Sugar_fan's solution](#)

709.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: greedy, math
[Sugar_fan's solution](#)

710.

2126C

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

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: greedy, sortings
[Sugar_fan's solution](#)

711.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,114 global accepts · Rating: 1100 · first AC: 2025-06-23 · Rust 2021 (first AC) · Tags: brute force, greedy
[Sugar_fan's solution](#)

712.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[Sugar_fan's solution](#)

713.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,385 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Sugar fan's solution](#)

714.

2103B

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

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

[Sugar fan's solution](#)

715.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

716.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Sugar fan's solution](#)

717.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Sugar fan's solution](#)

718.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,759 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Sugar fan's solution](#)

719.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Sugar fan's solution](#)

720.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Sugar fan's solution](#)

721.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Sugar fan's solution](#)

722.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar fan's solution](#)

723.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,431 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sugar fan's solution](#)

724.

1997B

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

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725.

1991B

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726.

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727.

1986C

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728.

1976B

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729.

1977B

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730.

1958A

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731.

1971D

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732.

1942B

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733.

1950D

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734.

1946B

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735.

1948B

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736.

1933C

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737.

1923B

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738.

1920B

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739.

1921D

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740.

1917B

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741.

1914C

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742.

1905B

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743.

1910A

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744.

1901B

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745.

1891B

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746.

1884B

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747.

1873E

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748.

1867B

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749.

1872C

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750.

1863C

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751.

1863B

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752.

1862C

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753.

1850E

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754.

1842B

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755.

1840B

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756.

1838B

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757.

1839B

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Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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758.

1832B

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Quality: 35,481 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

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759.

1829E

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760.

1826B

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761.

1821B

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762.

1797B

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763.

1788B

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764.

1780B

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765.

1783B

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766.

1731B

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767.

1742D

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768.

1729C

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769.

1722D

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770.

1712C

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771.

1692D

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772.

1676E

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773.

1670B

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774.

1675C

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775.

1673B

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776.

1669F

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1669D

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778.

1624C

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779.

1606B

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780.

1594B

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781.

1575A

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1574B

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783.

1557B

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784.

1547C

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785.

1511C

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786.

1511B

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787.

1490C

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788.

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789.

1472C

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790.

1463A

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791.

1455C

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792.

1421B

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793.

1407A

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794.

1409B

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795.

1401B

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1375A

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797.

1366A

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798.

1360C

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799.

1342B

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800.

1334B

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801.

1304B

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1288B

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1288A

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804.

1263A

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805.

1221B

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806.

1213B

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807.

1202A

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808.

1176B

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1166B

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810.

1165A

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811.

1157A

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812.

1119A

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813.

755B

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Quality: 12,880 global accepts · Rating: 1100 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Sugar_fan's solution](#)

814.

705B

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Quality: 9,566 global accepts · Rating: 1100 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math

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815.

841B

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816.

1132A

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817.

1117A

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818.

1108B

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819.

845A

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820.

1105B

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821.

1105A

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822.

1066A

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[Sugar_fan's solution](#)

823.

1060B

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[Sugar_fan's solution](#)

824.

1058B

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Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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825.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,077 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Sugar_fan's solution](#)

826.

1015C

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

Quality: 21,399 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Sugar_fan's solution](#)

827.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,284 global accepts · Rating: 1100 · first AC: 2018-06-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Sugar_fan's solution](#)

828.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

829.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

830.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

831.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: implementation

[Sugar_fan's solution](#)

832.

950B

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

Quality: 7,999 global accepts · Rating: 1100 · first AC: 2018-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

833.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-09 · Python 3 (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

834.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: math

[Sugar_fan's solution](#)

835.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

836.

2218E

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

Quality: 14,041 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[Sugar_fan's solution](#)

837.

2210C1

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

Quality: 12,781 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Sugar_fan's solution](#)

838.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,814 global accepts · Rating: 1200 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: games, math

[Sugar_fan's solution](#)

839.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · Rust 2024 (first AC) · Tags: constructive algorithms, games, greedy

[Sugar_fan's solution](#)

840.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,510 global accepts · Rating: 1200 · first AC: 2025-12-29 · Rust 2024 (first AC) · Tags: brute force, combinatorics, dp

[Sugar_fan's solution](#)

841.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · Rust 2024 (first AC) · Tags: dp, greedy, implementation

[Sugar_fan's solution](#)

842.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2025-10-30 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Sugar_fan's solution](#)

843.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1200 · first AC: 2025-09-13 · Rust 2024 (first AC) · Tags: binary search, data structures, two pointers

[Sugar_fan's solution](#)

844.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Sugar_fan's solution](#)

845.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · Rust 2021 (first AC) · Tags: data structures, dp

[Sugar_fan's solution](#)

846.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 1200 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

847.

2126D

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

Quality: 24,011 global accepts · Rating: 1200 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: data structures, greedy, sortings

[Sugar_fan's solution](#)

848.

2123D

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

Quality: 21,888 global accepts · Rating: 1200 · first AC: 2025-07-01 · Rust 2021 (first AC) · Tags: constructive algorithms, games, greedy

[Sugar_fan's solution](#)

849.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[Sugar_fan's solution](#)

850.

2065D

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

Quality: 20,628 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

851.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Sugar_fan's solution](#)

852.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Sugar_fan's solution](#)

853.

2039C1

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

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

[Sugar_fan's solution](#)

854.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings

[Sugar_fan's solution](#)

855.

2003C

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

Quality: 21,659 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Sugar_fan's solution](#)

856.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Sugar_fan's solution](#)

857.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

858.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

859.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

860.

1989B

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

Quality: 23,314 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Sugar_fan's solution](#)

861.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, two pointers

[Sugar_fan's solution](#)

862.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Sugar_fan's solution](#)

863.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Sugar_fan's solution](#)

864.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Sugar_fan's solution](#)

865.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,511 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

866.

1954C

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

Quality: 22,742 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Sugar_fan's solution](#)

867.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

868.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Sugar_fan's solution](#)

869.

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

870.

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Sugar_fan's solution](#)

871.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Sugar_fan's solution](#)

872.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,744 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Sugar_fan's solution](#)

873.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Sugar_fan's solution](#)

874.

1922B

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

Quality: 23,375 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Sugar_fan's solution](#)

875.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Sugar_fan's solution](#)

876.

1909B

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

Quality: 30,947 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Sugar_fan's solution](#)

877.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,077 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Sugar_fan's solution](#)

878.

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Sugar_fan's solution](#)

879.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Sugar_fan's solution](#)

880.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Sugar_fan's solution](#)

881.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,815 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

882.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Sugar_fan's solution](#)

883.

1859C

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

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Sugar_fan's solution](#)

884.

1848B

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

Quality: 24,394 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Sugar_fan's solution](#)

885.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Sugar_fan's solution](#)

886.

1834C

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

Quality: 15,038 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Sugar_fan's solution](#)

887.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,388 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

888.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Sugar_fan's solution](#)

889.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

890.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,553 global accepts · Rating: 1200 · first AC: 2023-01-27 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[Sugar_fan's solution](#)

891.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1200 · first AC: 2023-01-24 · Kotlin 1.7 (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

892.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Sugar_fan's solution](#)

893.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,614 global accepts · Rating: 1200 · first AC: 2022-10-13 · Rust 2021 (first AC) · Tags: binary search, greedy, math

[Sugar_fan's solution](#)

894.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,253 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

895.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Sugar_fan's solution](#)

896.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,626 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

897.

1729D

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

Quality: 30,740 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Sugar_fan's solution](#)

898.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,275 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Sugar_fan's solution](#)

899.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Sugar_fan's solution](#)

900.

1679B

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

Quality: 27,425 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Sugar_fan's solution](#)

901.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Sugar_fan's solution](#)

902.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Sugar_fan's solution](#)

903.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Sugar_fan's solution](#)

904.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,252 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[Sugar_fan's solution](#)

905.

1657C

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

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

[Sugar_fan's solution](#)

906.

1647B

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

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

[Sugar_fan's solution](#)

907.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[Sugar_fan's solution](#)

908.

1635C

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

Quality: 25,123 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

909.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,706 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Sugar_fan's solution](#)

910.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,642 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Sugar_fan's solution](#)

911.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Sugar_fan's solution](#)

912.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,332 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings
[Sugar_fan's solution](#)

913.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[Sugar_fan's solution](#)

914.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[Sugar_fan's solution](#)

915.

1527B1

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

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[Sugar_fan's solution](#)

916.

1517B

[Morning Jogging](#) · [Tutorial](#)

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

917.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,925 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[Sugar_fan's solution](#)

918.

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Sugar_fan's solution](#)

919.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Sugar_fan's solution](#)

920.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings
[Sugar_fan's solution](#)

921.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[Sugar_fan's solution](#)

922.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

923.

1490D

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

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

[Sugar_fan's solution](#)

924.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

925.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

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926.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[Sugar_fan's solution](#)

927.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

928.

1437B

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Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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929.

1420B

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Quality: 35,802 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Sugar_fan's solution](#)

930.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

931.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

932.

1406B

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Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Sugar_fan's solution](#)

933.

131B

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Quality: 7,550 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

934.

194B

[Square](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1200 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

935.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Sugar_fan's solution](#)

936.

222A

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

Quality: 11,763 global accepts · Rating: 1200 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

937.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

938.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[Sugar_fan's solution](#)

939.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

940.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

941.

1363A

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Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Sugar_fan's solution](#)

942.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Sugar_fan's solution](#)

943.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Sugar_fan's solution](#)

944.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Sugar_fan's solution](#)

945.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-02-25 · Kotlin 1.4 (first AC) · Tags: dfs and similar, sortings
[Sugar_fan's solution](#)

946.

1294B

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

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[Sugar_fan's solution](#)

947.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,736 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[Sugar_fan's solution](#)

948.

1272B

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

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Sugar_fan's solution](#)

949.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[Sugar_fan's solution](#)

950.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Sugar_fan's solution](#)

951.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,672 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[Sugar_fan's solution](#)

952.

1212C

[Less or Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-31 · last AC: 2019-09-01 · Kotlin 1.4 (first AC) · Tags: *special, sortings
[Sugar_fan's solution](#)

953.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,622 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[Sugar_fan's solution](#)

954.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[Sugar_fan's solution](#)

955.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

956.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

957.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sugar_fan's solution](#)

958.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

959.

1185C1

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

Quality: 11,898 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

960.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,220 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

961.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sugar_fan's solution](#)

962.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1200 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

963.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

964.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sugar_fan's solution](#)

965.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sugar fan's solution](#)

966.

630R

[Game](#) · [Tutorial](#)

Quality: 9,586 global accepts · Rating: 1200 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Sugar fan's solution](#)

967.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Sugar fan's solution](#)

968.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,091 global accepts · Rating: 1200 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Sugar fan's solution](#)

969.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,369 global accepts · Rating: 1200 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sugar fan's solution](#)

970.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Sugar fan's solution](#)

971.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,244 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar fan's solution](#)

972.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Sugar fan's solution](#)

973.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,165 global accepts · Rating: 1200 · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: games

[Sugar fan's solution](#)

974.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-12-31 · PyPy 3 (first AC) · Tags: implementation, trees

[Sugar fan's solution](#)

975.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Sugar fan's solution](#)

976.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

977.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

978.

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Sugar_fan's solution](#)

979.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Sugar_fan's solution](#)

980.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

981.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

982.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,936 global accepts · Rating: 1200 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

983.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Sugar_fan's solution](#)

984.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy

[Sugar_fan's solution](#)

985.

1023A

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Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Sugar_fan's solution](#)

986.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

987.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

988.

1015B

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Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

989.

1006C

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Quality: 25,358 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Sugar_fan's solution](#)

990.

1006B

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Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Sugar_fan's solution](#)

991.

989B

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Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Sugar_fan's solution](#)

992.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

993.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Sugar_fan's solution](#)

994.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

995.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,329 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Sugar_fan's solution](#)

996.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,342 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[Sugar_fan's solution](#)

997.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-17 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[Sugar_fan's solution](#)

998.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

999.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,973 global accepts · Rating: 1200 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[Sugar_fan's solution](#)

1000.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

1001.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,411 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Sugar_fan's solution](#)

1002.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,098 global accepts · Rating: 1300 · first AC: 2026-03-28 · Rust 2024 (first AC) · Tags: binary search, brute force, greedy, two pointers

[Sugar_fan's solution](#)

1003.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,079 global accepts · Rating: 1300 · first AC: 2026-03-14 · Rust 2024 (first AC) · Tags: dp, greedy, math

[Sugar_fan's solution](#)

1004.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,008 global accepts · Rating: 1300 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: binary search, greedy, math

[Sugar_fan's solution](#)

1005.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,666 global accepts · Rating: 1300 · first AC: 2025-11-14 · Rust 2024 (first AC) · Tags: dp, greedy, math, two pointers

[Sugar_fan's solution](#)

1006.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,398 global accepts · Rating: 1300 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: binary search, greedy, strings

[Sugar_fan's solution](#)

1007.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Sugar_fan's solution](#)

1008.

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

1009.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: games, greedy

[Sugar_fan's solution](#)

1010.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Sugar_fan's solution](#)

1011.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sugar_fan's solution](#)

1012.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2025-06-23 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, two pointers

[Sugar_fan's solution](#)

1013.

2101A

[Mex in the Grid](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

1014.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

1015.

2086C

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

Quality: 16,125 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Sugar_fan's solution](#)

1016.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,832 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

1017.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Sugar_fan's solution](#)

1018.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Sugar_fan's solution](#)

1019.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sugar_fan's solution](#)

1020.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

1021.

1978C

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

Quality: 17,786 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Sugar_fan's solution](#)

1022.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

1023.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,427 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Sugar_fan's solution](#)

1024.

1973B

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

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Sugar_fan's solution](#)

1025.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Sugar_fan's solution](#)

1026.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,495 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

1027.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Sugar_fan's solution](#)

1028.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

1029.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Sugar_fan's solution](#)

1030.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Sugar_fan's solution](#)

1031.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,369 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Sugar_fan's solution](#)

1032.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Sugar_fan's solution](#)

1033.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

1034.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Sugar_fan's solution](#)

1035.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Sugar_fan's solution](#)

1036.

1900C

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

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Sugar_fan's solution](#)

1037.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,415 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Sugar_fan's solution](#)

1038.

1879C

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

Quality: 27,105 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Sugar_fan's solution](#)

1039.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Sugar_fan's solution](#)

1040.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Sugar_fan's solution](#)

1041.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Sugar_fan's solution](#)

1042.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

1043.

1850F

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

Quality: 24,583 global accepts · Rating: 1300 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[Sugar_fan's solution](#)

1044.

1844C

[Particles](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

1045.

1839C

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

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

1046.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Sugar_fan's solution](#)

1047.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Sugar_fan's solution](#)

1048.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Sugar_fan's solution](#)

1049.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Sugar_fan's solution](#)

1050.

1794C

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

Quality: 22,081 global accepts · Rating: 1300 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[Sugar_fan's solution](#)

1051.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: two pointers

[Sugar_fan's solution](#)

1052.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

1053.

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms

[Sugar_fan's solution](#)

1054.

1774C

[Ice and Fire](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

1055.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · Rust 2021 (first AC) · Tags: dp, implementation

[Sugar_fan's solution](#)

1056.

1736C1

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

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Sugar_fan's solution](#)

1057.

1693A

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

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

[Sugar_fan's solution](#)

1058.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,144 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

1059.

1676G

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

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sugar fan's solution](#)

1060.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Sugar fan's solution](#)

1061.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[Sugar fan's solution](#)

1062.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,105 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Sugar fan's solution](#)

1063.

1659B

[Bit Flipping](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

1064.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,681 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Sugar fan's solution](#)

1065.

1660C

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

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

[Sugar fan's solution](#)

1066.

1647C

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

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

[Sugar fan's solution](#)

1067.

1650D

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

Quality: 14,689 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Sugar fan's solution](#)

1068.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,799 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Sugar fan's solution](#)

1069.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,194 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Sugar fan's solution](#)

1070.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math

[Sugar_fan's solution](#)

1071.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Sugar_fan's solution](#)

1072.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

1073.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

1074.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[Sugar_fan's solution](#)

1075.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,082 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Sugar_fan's solution](#)

1076.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Sugar_fan's solution](#)

1077.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sugar_fan's solution](#)

1078.

1521B

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

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

[Sugar_fan's solution](#)

1079.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

1080.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Sugar_fan's solution](#)

1081.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Sugar_fan's solution](#)

1082.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

1083.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

1084.

1420C1

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

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Sugar_fan's solution](#)

1085.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

1086.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

1087.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Sugar_fan's solution](#)

1088.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Sugar_fan's solution](#)

1089.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Sugar_fan's solution](#)

1090.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[Sugar_fan's solution](#)

1091.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

1092.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,949 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[Sugar_fan's solution](#)

1093.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,992 global accepts · Rating: 1300 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: dp, graphs, implementation, shortest paths

[Sugar_fan's solution](#)

1094.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,993 global accepts · Rating: 1300 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

1095.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-25 · Kotlin 1.4 (first AC) · Tags: brute force

[Sugar_fan's solution](#)

1096.

1294C

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

Quality: 46,268 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Sugar_fan's solution](#)

1097.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Sugar_fan's solution](#)

1098.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Sugar_fan's solution](#)

1099.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

1100.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sugar_fan's solution](#)

1101.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[Sugar_fan's solution](#)

1102.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,248 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Sugar_fan's solution](#)

1103.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Sugar_fan's solution](#)

1104.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Sugar_fan's solution](#)

1105.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings
[Sugar_fan's solution](#)

1106.

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings
[Sugar_fan's solution](#)

1107.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[Sugar_fan's solution](#)

1108.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[Sugar_fan's solution](#)

1109.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Sugar_fan's solution](#)

1110.

1157C1

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

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Sugar_fan's solution](#)

1111.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

1112.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Sugar_fan's solution](#)

1113.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,365 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Sugar_fan's solution](#)

1114.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Sugar_fan's solution](#)

1115.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Sugar_fan's solution](#)

1116.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Sugar_fan's solution](#)

1117.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Sugar_fan's solution](#)

1118.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Sugar_fan's solution](#)

1119.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

1120.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-17 · GNU C11 (first AC) · Tags: greedy

[Sugar_fan's solution](#)

1121.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sugar_fan's solution](#)

1122.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

1123.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

1124.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Sugar_fan's solution](#)

1125.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

1126.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

1127.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

1128.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

1129.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Sugar_fan's solution](#)

1130.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Sugar_fan's solution](#)

1131.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: implementation

[Sugar_fan's solution](#)

1132.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-09 · Python 3 (first AC) · Tags: greedy, strings

[Sugar_fan's solution](#)

1133.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,267 global accepts · Rating: 1300 · first AC: 2017-11-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[Sugar_fan's solution](#)

1134.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Sugar_fan's solution](#)

1135.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,907 global accepts · Rating: 1400 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Sugar_fan's solution](#)

1136.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[Sugar_fan's solution](#)

1137.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · Rust 2024 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Sugar_fan's solution](#)

1138.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1400 · first AC: 2025-12-05 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Sugar_fan's solution](#)

1139.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

1140.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Sugar_fan's solution](#)

1141.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,280 global accepts · Rating: 1400 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: greedy, math, number theory

[Sugar_fan's solution](#)

1142.

2162D

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

Quality: 12,360 global accepts · Rating: 1400 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: binary search, interactive

[Sugar_fan's solution](#)

1143.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,793 global accepts · Rating: 1400 · first AC: 2025-08-24 · Rust 2021 (first AC) · Tags: graphs, interactive

[Sugar_fan's solution](#)

1144.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,115 global accepts · Rating: 1400 · first AC: 2025-08-10 · Rust 2021 (first AC) · Tags: brute force, greedy

[Sugar_fan's solution](#)

1145.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,320 global accepts · Rating: 1400 · first AC: 2025-08-10 · Rust 2021 (first AC) · Tags: data structures, graphs, greedy, trees

[Sugar_fan's solution](#)

1146.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: games, greedy, sortings

[Sugar_fan's solution](#)

1147.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1400 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

1148.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1400 · first AC: 2025-07-01 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Sugar_fan's solution](#)

1149.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[Sugar_fan's solution](#)

1150.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Sugar_fan's solution](#)

1151.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[Sugar_fan's solution](#)

1152.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 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

[Sugar_fan's solution](#)

1153.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Sugar_fan's solution](#)

1154.

2034C

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

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

[Sugar_fan's solution](#)

1155.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math

[Sugar_fan's solution](#)

1156.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, strings

[Sugar_fan's solution](#)

1157.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

1158.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Sugar_fan's solution](#)

1159.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,446 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

1160.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Sugar_fan's solution](#)

1161.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,793 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sugar_fan's solution](#)

1162.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Sugar_fan's solution](#)

1163.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, math

[Sugar_fan's solution](#)

1164.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Sugar_fan's solution](#)

1165.

1967A

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

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

[Sugar_fan's solution](#)

1166.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Sugar_fan's solution](#)

1167.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

1168.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

1169.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Sugar_fan's solution](#)

1170.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Sugar_fan's solution](#)

1171.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Sugar_fan's solution](#)

1172.

1919C

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

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Sugar_fan's solution](#)

1173.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Sugar_fan's solution](#)

1174.

1914E1

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

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[Sugar_fan's solution](#)

1175.

1914E2

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

Quality: 14,748 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Sugar_fan's solution](#)

1176.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Sugar_fan's solution](#)

1177.

1907D

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

Quality: 23,567 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Sugar_fan's solution](#)

1178.

1903C

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

Quality: 14,478 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

1179.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

1180.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Sugar_fan's solution](#)

1181.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,960 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Sugar_fan's solution](#)

1182.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Sugar_fan's solution](#)

1183.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Sugar_fan's solution](#)

1184.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

1185.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Sugar_fan's solution](#)

1186.

1854A1

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

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

[Sugar_fan's solution](#)

1187.

1844D

[Row Major](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

1188.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Sugar_fan's solution](#)

1189.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,788 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Sugar_fan's solution](#)

1190.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,305 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Sugar_fan's solution](#)

1191.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sugar_fan's solution](#)

1192.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,967 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

1193.

1805C

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

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

[Sugar_fan's solution](#)

1194.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[Sugar_fan's solution](#)

1195.

1771B

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

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2022-12-11 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Sugar_fan's solution](#)

1196.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · Rust 2021 (first AC) · Tags: brute force, implementation, strings

[Sugar_fan's solution](#)

1197.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · Rust 2021 (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Sugar_fan's solution](#)

1198.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Sugar_fan's solution](#)

1199.

1728C

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

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Sugar_fan's solution](#)

1200.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Sugar_fan's solution](#)

1201.

1705C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

1202.

1701C

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

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

[Sugar_fan's solution](#)

1203.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two

pointers

[Sugar fan's solution](#)

1204.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Sugar fan's solution](#)

1205.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Sugar fan's solution](#)

1206.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Sugar fan's solution](#)

1207.

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Sugar fan's solution](#)

1208.

1628A

[Meximum Array](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

1209.

1624D

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

Quality: 19,078 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Sugar fan's solution](#)

1210.

1606C

[Banknotes](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

1211.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Sugar fan's solution](#)

1212.

1548A

[Web of Lies](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

1213.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy,

implementation, strings, two pointers

[Sugar_fan's solution](#)

1214.

1515C

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

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

[Sugar_fan's solution](#)

1215.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Sugar_fan's solution](#)

1216.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,100 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Sugar_fan's solution](#)

1217.

1490E

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

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

[Sugar_fan's solution](#)

1218.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[Sugar_fan's solution](#)

1219.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sugar_fan's solution](#)

1220.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Sugar_fan's solution](#)

1221.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Sugar_fan's solution](#)

1222.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Sugar_fan's solution](#)

1223.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Sugar_fan's solution](#)

1224.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers

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1225.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

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1226.

1425F

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Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive

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1227.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

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1228.

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

1229.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Sugar_fan's solution](#)

1230.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sugar_fan's solution](#)

1231.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

1232.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Sugar_fan's solution](#)

1233.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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1234.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Sugar_fan's solution](#)

1235.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
[Sugar_fan's solution](#)

1236.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[Sugar_fan's solution](#)

1237.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Sugar_fan's solution](#)

1238.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Sugar_fan's solution](#)

1239.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Sugar_fan's solution](#)

1240.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Sugar_fan's solution](#)

1241.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Sugar_fan's solution](#)

1242.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Sugar_fan's solution](#)

1243.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Sugar_fan's solution](#)

1244.

1212D

[Divide by three, multiply by two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-09-01 · Kotlin 1.4 (first AC) · Tags: *special, math

[Sugar fan's solution](#)

1245.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sugar fan's solution](#)

1246.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Sugar fan's solution](#)

1247.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Sugar fan's solution](#)

1248.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, sortings

[Sugar fan's solution](#)

1249.

1195C

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

Quality: 34,832 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sugar fan's solution](#)

1250.

1183D

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

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sugar fan's solution](#)

1251.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sugar fan's solution](#)

1252.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: math

[Sugar fan's solution](#)

1253.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2019-05-23 · Kotlin 1.4 (first AC) · Tags: brute force, math, number theory

[Sugar fan's solution](#)

1254.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 25,996 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sugar fan's solution](#)

1255.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Sugar_fan's solution](#)

1256.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Sugar_fan's solution](#)

1257.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

1258.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

1259.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

1260.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

1261.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Sugar_fan's solution](#)

1262.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,152 global accepts · Rating: 1400 · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

1263.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

1264.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,585 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Sugar_fan's solution](#)

1265.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sugar_fan's solution](#)

1266.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar fan's solution](#)

1267.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sugar fan's solution](#)

1268.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Sugar fan's solution](#)

1269.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Sugar fan's solution](#)

1270.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[Sugar fan's solution](#)

1271.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[Sugar fan's solution](#)

1272.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Sugar fan's solution](#)

1273.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Sugar fan's solution](#)

1274.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Sugar fan's solution](#)

1275.

2218F

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

Quality: 7,256 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[Sugar fan's solution](#)

1276.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1500 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: greedy, sortings

[Sugar fan's solution](#)

1277.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,020 global accepts · Rating: 1500 · first AC: 2026-02-25 · Rust 2024 (first AC) · Tags: binary search, bitmasks, greedy, math

[Sugar_fan's solution](#)

1278.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Sugar_fan's solution](#)

1279.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: binary search, greedy, math, two pointers

[Sugar_fan's solution](#)

1280.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · Rust 2024 (first AC) · Tags: binary search, implementation, math, number theory

[Sugar_fan's solution](#)

1281.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,022 global accepts · Rating: 1500 · first AC: 2025-11-10 · Rust 2024 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Sugar_fan's solution](#)

1282.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · Rust 2024 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Sugar_fan's solution](#)

1283.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · Rust 2024 (first AC) · Tags: brute force, greedy, implementation

[Sugar_fan's solution](#)

1284.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Sugar_fan's solution](#)

1285.

2115A

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

Quality: 14,953 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Sugar_fan's solution](#)

1286.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Sugar_fan's solution](#)

1287.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Sugar_fan's solution](#)

1288.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,440 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Sugar_fan's solution](#)

1289.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[Sugar_fan's solution](#)

1290.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sugar_fan's solution](#)

1291.

2069C

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

Quality: 14,818 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Sugar_fan's solution](#)

1292.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Sugar_fan's solution](#)

1293.

2053C

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

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Sugar_fan's solution](#)

1294.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,676 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Sugar_fan's solution](#)

1295.

2003D1

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

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

[Sugar_fan's solution](#)

1296.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

1297.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,568 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[Sugar_fan's solution](#)

1298.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special
[Sugar_fan's solution](#)

1299.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,333 global accepts · Rating: 1500 · first AC: 2024-05-10 · Kotlin 1.9 (first AC) · Tags: binary search, math, sortings
[Sugar_fan's solution](#)

1300.

1950E

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

Quality: 17,426 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings
[Sugar_fan's solution](#)

1301.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[Sugar_fan's solution](#)

1302.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search
[Sugar_fan's solution](#)

1303.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,845 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[Sugar_fan's solution](#)

1304.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[Sugar_fan's solution](#)

1305.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,195 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[Sugar_fan's solution](#)

1306.

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Sugar_fan's solution](#)

1307.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,351 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Sugar_fan's solution](#)

1308.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Sugar_fan's solution](#)

1309.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,841 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

1310.

1872E

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

Quality: 21,371 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Sugar_fan's solution](#)

1311.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Sugar_fan's solution](#)

1312.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Sugar_fan's solution](#)

1313.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Sugar_fan's solution](#)

1314.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Sugar_fan's solution](#)

1315.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,469 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sugar_fan's solution](#)

1316.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: binary search, math

[Sugar_fan's solution](#)

1317.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation
[Sugar_fan's solution](#)

1318.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,755 global accepts · Rating: 1500 · first AC: 2023-01-24 · Kotlin 1.7 (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[Sugar_fan's solution](#)

1319.

1774B

[Coloring](#) · [Tutorial](#)

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

1320.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[Sugar_fan's solution](#)

1321.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · Rust 2021 (first AC) · Tags: brute force, data structures, implementation, number theory
[Sugar_fan's solution](#)

1322.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-13 · Rust 2021 (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[Sugar_fan's solution](#)

1323.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, strings
[Sugar_fan's solution](#)

1324.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[Sugar_fan's solution](#)

1325.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,176 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Sugar_fan's solution](#)

1326.

1690E

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

Quality: 16,987 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[Sugar_fan's solution](#)

1327.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Sugar_fan's solution](#)

1328.

1675E

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

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[Sugar_fan's solution](#)

1329.

1673C

[Palindrome Basis](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

1330.

1659C

[Line Empire](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

1331.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Sugar_fan's solution](#)

1332.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[Sugar_fan's solution](#)

1333.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Sugar_fan's solution](#)

1334.

1542B

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

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

[Sugar_fan's solution](#)

1335.

1515D

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

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

[Sugar_fan's solution](#)

1336.

1499C

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

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[Sugar_fan's solution](#)

1337.

1486B

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

Quality: 20,476 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Sugar_fan's solution](#)

1338.

1490F

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

Quality: 18,379 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Sugar_fan's solution](#)

1339.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Sugar_fan's solution](#)

1340.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Sugar_fan's solution](#)

1341.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

1342.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Sugar_fan's solution](#)

1343.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Sugar_fan's solution](#)

1344.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Sugar_fan's solution](#)

1345.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Sugar_fan's solution](#)

1346.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

1347.

1418C

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

Quality: 28,126 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[Sugar_fan's solution](#)

1348.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Sugar_fan's solution](#)

1349.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees
[Sugar_fan's solution](#)

1350.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[Sugar_fan's solution](#)

1351.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
[Sugar_fan's solution](#)

1352.

1399D

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

Quality: 19,900 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Sugar_fan's solution](#)

1353.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,563 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[Sugar_fan's solution](#)

1354.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Sugar_fan's solution](#)

1355.

1368B

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

Quality: 21,423 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[Sugar_fan's solution](#)

1356.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Sugar_fan's solution](#)

1357.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, ternary search

[Sugar_fan's solution](#)

1358.

1211B

[Traveling Around the Golden Ring of Berland](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1500 · first AC: 2019-09-07 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

1359.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Sugar_fan's solution](#)

1360.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Sugar_fan's solution](#)

1361.

1272D

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

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Sugar_fan's solution](#)

1362.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sugar_fan's solution](#)

1363.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Sugar_fan's solution](#)

1364.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

1365.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

1366.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sugar_fan's solution](#)

1367.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 1500 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Sugar fan's solution](#)

1368.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sugar fan's solution](#)

1369.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sugar fan's solution](#)

1370.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,958 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sugar fan's solution](#)

1371.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,463 global accepts · Rating: 1500 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sugar fan's solution](#)

1372.

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar fan's solution](#)

1373.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar fan's solution](#)

1374.

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Sugar fan's solution](#)

1375.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sugar fan's solution](#)

1376.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,106 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar fan's solution](#)

1377.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-17 · Python 3 (first AC) · Tags: greedy, implementation, strings

[Sugar fan's solution](#)

1378.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: graphs, implementation

[Sugar_fan's solution](#)

1379.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2019-05-23 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

1380.

1171F

[Division and Union](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Sugar_fan's solution](#)

1381.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[Sugar_fan's solution](#)

1382.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

1383.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sugar_fan's solution](#)

1384.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[Sugar_fan's solution](#)

1385.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

1386.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

1387.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Sugar_fan's solution](#)

1388.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

1389.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

1390.

1133D

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

Quality: 16,448 global accepts · Rating: 1500 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[Sugar_fan's solution](#)

1391.

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Sugar_fan's solution](#)

1392.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sugar_fan's solution](#)

1393.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sugar_fan's solution](#)

1394.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sugar_fan's solution](#)

1395.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Sugar_fan's solution](#)

1396.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sugar_fan's solution](#)

1397.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

1398.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

1399.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Sugar_fan's solution](#)

1400.

1102D

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

Quality: 8,561 global accepts · Rating: 1500 · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Sugar_fan's solution](#)

1401.

1084C

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

Quality: 11,657 global accepts · Rating: 1500 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[Sugar_fan's solution](#)

1402.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

1403.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Sugar_fan's solution](#)

1404.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sugar_fan's solution](#)

1405.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sugar_fan's solution](#)

1406.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Sugar_fan's solution](#)

1407.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

1408.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

1409.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,852 global accepts · Rating: 1500 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Sugar_fan's solution](#)

1410.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

1411.

977E

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

Quality: 25,610 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sugar_fan's solution](#)

1412.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Sugar_fan's solution](#)

1413.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

1414.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[Sugar_fan's solution](#)

1415.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: greedy

[Sugar_fan's solution](#)

1416.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[Sugar_fan's solution](#)

1417.

2207C

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

Quality: 5,442 global accepts · Rating: 1600 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: data structures, divide and conquer, dp, math

[Sugar_fan's solution](#)

1418.

2207B

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

Quality: 5,801 global accepts · Rating: 1600 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: games, greedy, sortings

[Sugar_fan's solution](#)

1419.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, constructive algorithms, greedy

[Sugar_fan's solution](#)

1420.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,577 global accepts · Rating: 1600 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: brute force, math, two pointers

[Sugar_fan's solution](#)

1421.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1600 · first AC: 2025-12-29 · Rust 2024 (first AC) · Tags: combinatorics, dp, greedy, math

[Sugar fan's solution](#)

1422.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Sugar fan's solution](#)

1423.

2162E

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

Quality: 9,333 global accepts · Rating: 1600 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, schedules

[Sugar fan's solution](#)

1424.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Sugar fan's solution](#)

1425.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1600 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Sugar fan's solution](#)

1426.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · Rust 2021 (first AC) · Tags: dp, math, probabilities

[Sugar fan's solution](#)

1427.

2103C

[Median Splits](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

1428.

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

[Sugar fan's solution](#)

1429.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Sugar fan's solution](#)

1430.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Sugar fan's solution](#)

1431.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, sortings

[Sugar_fan's solution](#)

1432.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,978 global accepts · Rating: 1600 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers

[Sugar_fan's solution](#)

1433.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Sugar_fan's solution](#)

1434.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Sugar_fan's solution](#)

1435.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Sugar_fan's solution](#)

1436.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Sugar_fan's solution](#)

1437.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Sugar_fan's solution](#)

1438.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Sugar_fan's solution](#)

1439.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[Sugar_fan's solution](#)

1440.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,465 global accepts · Rating: 1600 · first AC: 2024-05-10 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Sugar_fan's solution](#)

1441.

1968E

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

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

1442.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Sugar_fan's solution](#)

1443.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

1444.

1920C

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

Quality: 19,915 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Sugar_fan's solution](#)

1445.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[Sugar_fan's solution](#)

1446.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Sugar_fan's solution](#)

1447.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

1448.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Sugar_fan's solution](#)

1449.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Sugar_fan's solution](#)

1450.

1886C

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

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Sugar_fan's solution](#)

1451.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Sugar_fan's solution](#)

1452.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Sugar_fan's solution](#)

1453.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sugar_fan's solution](#)

1454.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,325 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Sugar_fan's solution](#)

1455.

1849C

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

Quality: 12,530 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Sugar_fan's solution](#)

1456.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Sugar_fan's solution](#)

1457.

1840E

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

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Sugar_fan's solution](#)

1458.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[Sugar_fan's solution](#)

1459.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Sugar_fan's solution](#)

1460.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,929 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Sugar_fan's solution](#)

1461.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[Sugar fan's solution](#)

1462.

1775C

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

Quality: 14,205 global accepts · Rating: 1600 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: bitmasks, math

[Sugar fan's solution](#)

1463.

1774D

[Same Count One](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

1464.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1600 · first AC: 2022-12-12 · Rust 2021 (first AC) · Tags: math, number theory

[Sugar fan's solution](#)

1465.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1600 · first AC: 2022-11-12 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Sugar fan's solution](#)

1466.

1730B

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

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Sugar fan's solution](#)

1467.

1722E

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

Quality: 13,365 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Sugar fan's solution](#)

1468.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,472 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Sugar fan's solution](#)

1469.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Sugar fan's solution](#)

1470.

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Sugar fan's solution](#)

1471.

1660E

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

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

greedy, implementation

[Sugar_fan's solution](#)

1472.

1660D

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

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

[Sugar_fan's solution](#)

1473.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Sugar_fan's solution](#)

1474.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

1475.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

1476.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Sugar_fan's solution](#)

1477.

1542C

[Strange Function](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

1478.

1528A

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

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Sugar_fan's solution](#)

1479.

1527C

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

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

[Sugar_fan's solution](#)

1480.

1514C

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

Quality: 18,285 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Sugar_fan's solution](#)

1481.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Sugar_fan's solution](#)

1482.

1513C

[Add One](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

1483.

1503A

[Balance the Bits](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

1484.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sugar_fan's solution](#)

1485.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

1486.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Sugar_fan's solution](#)

1487.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Sugar_fan's solution](#)

1488.

1475E

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Sugar_fan's solution](#)

1489.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation

[Sugar_fan's solution](#)

1490.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Sugar_fan's solution](#)

1491.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Sugar_fan's solution](#)

1492.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Sugar_fan's solution](#)

1493.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

1494.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

1495.

1437D

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

Quality: 14,373 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Sugar_fan's solution](#)

1496.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Sugar_fan's solution](#)

1497.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Sugar_fan's solution](#)

1498.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,587 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Sugar_fan's solution](#)

1499.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Sugar_fan's solution](#)

1500.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,707 global accepts · Rating: 1600 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sugar_fan's solution](#)

1501.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Sugar_fan's solution](#)

1502.

1346D

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

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[Sugar_fan's solution](#)

1503.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[Sugar_fan's solution](#)

1504.

1353D

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

Quality: 20,278 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Sugar_fan's solution](#)

1505.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

1506.

1334C

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

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

[Sugar_fan's solution](#)

1507.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-01-29 · Kotlin 1.4 (first AC) · Tags: dp, greedy, strings

[Sugar_fan's solution](#)

1508.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-24 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp

[Sugar_fan's solution](#)

1509.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Sugar_fan's solution](#)

1510.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sugar_fan's solution](#)

1511.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sugar_fan's solution](#)

1512.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Sugar_fan's solution](#)

1513.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,335 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Sugar_fan's solution](#)**1514.**

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sugar_fan's solution](#)**1515.**

1234D

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

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sugar_fan's solution](#)**1516.**

1212E

[Booking System](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-01 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Sugar_fan's solution](#)**1517.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Sugar_fan's solution](#)**1518.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)**1519.**

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)**1520.**

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)**1521.**

1196D2

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

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Sugar_fan's solution](#)**1522.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1600 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Sugar_fan's solution](#)**1523.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

1524.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1600 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

1525.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[Sugar_fan's solution](#)

1526.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Sugar_fan's solution](#)

1527.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Sugar_fan's solution](#)

1528.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sugar_fan's solution](#)

1529.

1165D

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

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

1530.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sugar_fan's solution](#)

1531.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sugar_fan's solution](#)

1532.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Sugar_fan's solution](#)

1533.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

1534.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Sugar_fan's solution](#)

1535.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Sugar_fan's solution](#)

1536.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[Sugar_fan's solution](#)

1537.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sugar_fan's solution](#)

1538.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Sugar_fan's solution](#)

1539.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

1540.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[Sugar_fan's solution](#)

1541.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sugar_fan's solution](#)

1542.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Sugar_fan's solution](#)

1543.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Sugar_fan's solution](#)

1544.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-12-31 · PyPy 3 (first AC) · Tags: bitmasks, dp, greedy

[Sugar_fan's solution](#)

1545.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

1546.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

1547.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

1548.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

1549.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

1550.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,290 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

1551.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

1552.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Sugar_fan's solution](#)

1553.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Sugar_fan's solution](#)

1554.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,964 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

1555.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

1556.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1600 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Sugar_fan's solution](#)

1557.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Sugar_fan's solution](#)

1558.

967C

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search

[Sugar_fan's solution](#)

1559.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[Sugar_fan's solution](#)

1560.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1700 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Sugar_fan's solution](#)

1561.

2203D

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

Quality: 5,428 global accepts · Rating: 1700 · first AC: 2026-02-25 · Rust 2024 (first AC) · Tags: brute force, games, greedy, number theory

[Sugar_fan's solution](#)

1562.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

1563.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,129 global accepts · Rating: 1700 · first AC: 2025-11-10 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

1564.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · Rust 2024 (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

1565.

2159A

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

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · Rust 2024 (first AC) · Tags: constructive algorithms, implementation, interactive

[Sugar_fan's solution](#)

1566.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: games, greedy

[Sugar_fan's solution](#)

1567.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-08-28 · Rust 2021 (first AC) · Tags: constructive algorithms, interactive, math
[Sugar_fan's solution](#)

1568.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[Sugar_fan's solution](#)

1569.

2124D

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

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: greedy, sortings, two pointers
[Sugar_fan's solution](#)

1570.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,758 global accepts · Rating: 1700 · first AC: 2025-07-01 · Rust 2021 (first AC) · Tags: constructive algorithms, number theory
[Sugar_fan's solution](#)

1571.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[Sugar_fan's solution](#)

1572.

2104E

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

Quality: 8,089 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings
[Sugar_fan's solution](#)

1573.

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
[Sugar_fan's solution](#)

1574.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[Sugar_fan's solution](#)

1575.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[Sugar_fan's solution](#)

1576.

2065F

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

Quality: 7,092 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[Sugar_fan's solution](#)

1577.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Sugar_fan's solution](#)

1578.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

1579.

2027D1

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

Quality: 6,965 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Sugar_fan's solution](#)

1580.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Sugar_fan's solution](#)

1581.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Sugar_fan's solution](#)

1582.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Sugar_fan's solution](#)

1583.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Sugar_fan's solution](#)

1584.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Sugar_fan's solution](#)

1585.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Sugar_fan's solution](#)

1586.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,495 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Sugar_fan's solution](#)

1587.

1973C

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

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Sugar_fan's solution](#)

1588.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,486 global accepts · Rating: 1700 · first AC: 2024-05-10 · Kotlin 1.9 (first AC) · Tags: data structures, dsu, sortings

[Sugar_fan's solution](#)

1589.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Sugar_fan's solution](#)

1590.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Sugar_fan's solution](#)

1591.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Sugar_fan's solution](#)

1592.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Sugar_fan's solution](#)

1593.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[Sugar_fan's solution](#)

1594.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Sugar_fan's solution](#)

1595.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Sugar_fan's solution](#)

1596.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Sugar_fan's solution](#)

1597.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Sugar_fan's solution](#)

1598.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Sugar_fan's solution](#)

1599.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

1600.

1903D1

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

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Sugar_fan's solution](#)

1601.

1901D

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

Quality: 8,591 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Sugar_fan's solution](#)

1602.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

1603.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Sugar_fan's solution](#)

1604.

1879D

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

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Sugar_fan's solution](#)

1605.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Sugar_fan's solution](#)

1606.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

1607.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Sugar_fan's solution](#)

1608.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Sugar_fan's solution](#)

1609.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Sugar_fan's solution](#)

1610.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Sugar_fan's solution](#)

1611.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Sugar_fan's solution](#)

1612.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Sugar_fan's solution](#)

1613.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Sugar_fan's solution](#)

1614.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

1615.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[Sugar_fan's solution](#)

1616.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · Kotlin 1.7 (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Sugar_fan's solution](#)

1617.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · Rust 2021 (first AC) · Tags: binary search, greedy, sortings

[Sugar_fan's solution](#)

1618.

1731D

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

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-27 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Sugar_fan's solution](#)

1619.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,133 global accepts · Rating: 1700 · first AC: 2022-12-27 · Rust 2021 (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Sugar_fan's solution](#)

1620.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Sugar_fan's solution](#)

1621.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,012 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Sugar_fan's solution](#)

1622.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Sugar_fan's solution](#)

1623.

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Sugar_fan's solution](#)

1624.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Sugar_fan's solution](#)

1625.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

1626.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[Sugar_fan's solution](#)

1627.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,880 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings
[Sugar_fan's solution](#)

1628.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths
[Sugar_fan's solution](#)

1629.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math
[Sugar_fan's solution](#)

1630.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[Sugar_fan's solution](#)

1631.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[Sugar_fan's solution](#)

1632.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Sugar_fan's solution](#)

1633.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Sugar_fan's solution](#)

1634.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[Sugar_fan's solution](#)

1635.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[Sugar_fan's solution](#)

1636.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Sugar_fan's solution](#)

1637.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, dp, greedy

[Sugar_fan's solution](#)

1638.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Sugar_fan's solution](#)

1639.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Sugar_fan's solution](#)

1640.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Sugar_fan's solution](#)

1641.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Sugar_fan's solution](#)

1642.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

1643.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Sugar_fan's solution](#)

1644.

1497E1

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

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Sugar_fan's solution](#)

1645.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Sugar_fan's solution](#)

1646.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Sugar_fan's solution](#)

1647.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[Sugar_fan's solution](#)

1648.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

1649.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,850 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Sugar_fan's solution](#)

1650.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Sugar_fan's solution](#)

1651.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Sugar_fan's solution](#)

1652.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

1653.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[Sugar_fan's solution](#)

1654.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Sugar_fan's solution](#)

1655.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Sugar_fan's solution](#)

1656.

1406C

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

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Sugar_fan's solution](#)

1657.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Sugar_fan's solution](#)

1658.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,696 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Sugar_fan's solution](#)

1659.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Sugar_fan's solution](#)

1660.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

1661.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sugar_fan's solution](#)

1662.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Sugar_fan's solution](#)

1663.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Sugar_fan's solution](#)

1664.

1361A

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

Quality: 8,844 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Sugar_fan's solution](#)

1665.

1346E

[Magic Tricks](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 1700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, dp, graphs

[Sugar_fan's solution](#)

1666.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: binary search, math

[Sugar_fan's solution](#)

1667.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Sugar_fan's solution](#)

1668.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Sugar_fan's solution](#)

1669.

1211C

[Ice Cream](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1700 · first AC: 2019-09-07 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[Sugar_fan's solution](#)

1670.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

1671.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · Kotlin 1.4 (first AC) · Tags: math, strings

[Sugar_fan's solution](#)

1672.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Sugar_fan's solution](#)

1673.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Sugar_fan's solution](#)

1674.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Sugar_fan's solution](#)

1675.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

1676.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Sugar_fan's solution](#)

1677.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

1678.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Sugar_fan's solution](#)

1679.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Sugar_fan's solution](#)

1680.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Sugar_fan's solution](#)

1681.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[Sugar_fan's solution](#)

1682.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Sugar_fan's solution](#)

1683.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

1684.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[Sugar_fan's solution](#)

1685.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Sugar_fan's solution](#)

1686.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Sugar_fan's solution](#)

1687.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Sugar_fan's solution](#)

1688.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 1700 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs

[Sugar_fan's solution](#)

1689.

1169C

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

Rating: 1700 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: binary search, greedy

[Sugar_fan's solution](#)

1690.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-23 · Kotlin 1.4 (first AC) · Tags: math

[Sugar_fan's solution](#)

1691.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Sugar_fan's solution](#)

1692.

1157C2

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

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

1693.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special

[Sugar_fan's solution](#)

1694.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

1695.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Sugar_fan's solution](#)

1696.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

1697.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sugar_fan's solution](#)

1698.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sugar_fan's solution](#)

1699.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[Sugar_fan's solution](#)

1700.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sugar_fan's solution](#)

1701.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sugar_fan's solution](#)

1702.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Sugar_fan's solution](#)

1703.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sugar_fan's solution](#)

1704.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Sugar_fan's solution](#)

1705.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Sugar_fan's solution](#)

1706.

1111B

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

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Sugar_fan's solution](#)

1707.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,920 global accepts · Rating: 1700 · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[Sugar_fan's solution](#)

1708.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

1709.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Sugar_fan's solution](#)

1710.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Sugar_fan's solution](#)

1711.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1700 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Sugar_fan's solution](#)

1712.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

1713.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Sugar_fan's solution](#)

1714.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

1715.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Sugar_fan's solution](#)

1716.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

1717.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Sugar_fan's solution](#)

1718.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

implementation

[Sugar_fan's solution](#)

1719.

977F

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

Quality: 25,125 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sugar_fan's solution](#)

1720.

967D

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, sortings

[Sugar_fan's solution](#)

1721.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-17 · Python 3 (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

1722.

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

1723.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

1724.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · Rust 2024 (first AC) · Tags: constructive algorithms, dsu, greedy

[Sugar_fan's solution](#)

1725.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1800 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, math

[Sugar_fan's solution](#)

1726.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1800 · first AC: 2026-03-14 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Sugar_fan's solution](#)

1727.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[Sugar_fan's solution](#)

1728.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: dp, greedy, trees

[Sugar_fan's solution](#)

1729.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 1800 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Sugar_fan's solution](#)

1730.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · Rust 2024 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Sugar_fan's solution](#)

1731.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: greedy, implementation, strings, two pointers

[Sugar_fan's solution](#)

1732.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · Rust 2024 (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

1733.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,660 global accepts · Rating: 1800 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Sugar_fan's solution](#)

1734.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,864 global accepts · Rating: 1800 · first AC: 2025-10-05 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Sugar_fan's solution](#)

1735.

2143D1

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

Quality: 6,393 global accepts · Rating: 1800 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Sugar_fan's solution](#)

1736.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: brute force, dp, math

[Sugar_fan's solution](#)

1737.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · Rust 2024 (first AC) · Tags: greedy, implementation, sortings

[Sugar_fan's solution](#)

1738.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[Sugar_fan's solution](#)

1739.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, brute force

[Sugar_fan's solution](#)

1740.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · Rust 2024 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[Sugar_fan's solution](#)

1741.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[Sugar_fan's solution](#)

1742.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 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
[Sugar_fan's solution](#)

1743.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy
[Sugar_fan's solution](#)

1744.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
[Sugar_fan's solution](#)

1745.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory
[Sugar_fan's solution](#)

1746.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[Sugar_fan's solution](#)

1747.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings
[Sugar_fan's solution](#)

1748.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
[Sugar_fan's solution](#)

1749.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
[Sugar_fan's solution](#)

1750.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Sugar_fan's solution](#)

1751.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Sugar_fan's solution](#)

1752.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

1753.

1974E

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

Quality: 11,317 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Sugar_fan's solution](#)

1754.

1968F

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

Quality: 6,927 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Sugar_fan's solution](#)

1755.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Sugar_fan's solution](#)

1756.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[Sugar_fan's solution](#)

1757.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Sugar_fan's solution](#)

1758.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Sugar_fan's solution](#)

1759.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Sugar_fan's solution](#)

1760.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Sugar_fan's solution](#)

1761.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Sugar_fan's solution](#)

1762.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Sugar_fan's solution](#)

1763.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,714 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Sugar_fan's solution](#)

1764.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Sugar_fan's solution](#)

1765.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Sugar_fan's solution](#)

1766.

1907F

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

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

[Sugar_fan's solution](#)

1767.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Sugar_fan's solution](#)

1768.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Sugar_fan's solution](#)

1769.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

1770.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Sugar_fan's solution](#)

1771.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,995 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Sugar_fan's solution](#)

1772.

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Sugar_fan's solution](#)

1773.

1851F

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

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Sugar_fan's solution](#)

1774.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Sugar_fan's solution](#)

1775.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Sugar_fan's solution](#)

1776.

1848C

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

Quality: 7,168 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

1777.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Sugar_fan's solution](#)

1778.

1843F1

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

Quality: 6,346 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Sugar_fan's solution](#)

1779.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Sugar_fan's solution](#)

1780.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 8,998 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Sugar_fan's solution](#)

1781.

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sugar_fan's solution](#)

1782.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Sugar_fan's solution](#)

1783.

1732C1

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

Quality: 7,569 global accepts · Rating: 1800 · first AC: 2022-10-23 · Rust 2021 (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Sugar_fan's solution](#)

1784.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Sugar_fan's solution](#)

1785.

1729E

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

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[Sugar_fan's solution](#)

1786.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Sugar_fan's solution](#)

1787.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

1788.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,389 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Sugar_fan's solution](#)

1789.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Sugar_fan's solution](#)

1790.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Sugar_fan's solution](#)

1791.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

1792.

1674F

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

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

[Sugar_fan's solution](#)

1793.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Sugar_fan's solution](#)

1794.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Sugar_fan's solution](#)

1795.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Sugar_fan's solution](#)

1796.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Sugar_fan's solution](#)

1797.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Sugar_fan's solution](#)

1798.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math

[Sugar_fan's solution](#)

1799.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

1800.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp
[Sugar_fan's solution](#)

1801.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[Sugar_fan's solution](#)

1802.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Sugar_fan's solution](#)

1803.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings
[Sugar_fan's solution](#)

1804.

1548B

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

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

1805.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,559 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Sugar_fan's solution](#)

1806.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation
[Sugar_fan's solution](#)

1807.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[Sugar_fan's solution](#)

1808.

1517D

[Explorer Space](#) · [Tutorial](#)

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

1809.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math
[Sugar_fan's solution](#)

1810.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Sugar_fan's solution](#)

1811.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Sugar_fan's solution](#)

1812.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sugar_fan's solution](#)

1813.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Sugar_fan's solution](#)

1814.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, strings

[Sugar_fan's solution](#)

1815.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Sugar_fan's solution](#)

1816.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

1817.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Sugar_fan's solution](#)

1818.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[Sugar_fan's solution](#)

1819.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

1820.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2020-09-11 · PyPy 3 (first AC) · Tags: brute force, combinatorics, math

[Sugar_fan's solution](#)

1821.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Sugar_fan's solution](#)

1822.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Sugar_fan's solution](#)

1823.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Sugar_fan's solution](#)

1824.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[Sugar_fan's solution](#)

1825.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Sugar_fan's solution](#)

1826.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Sugar_fan's solution](#)

1827.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Sugar_fan's solution](#)

1828.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[Sugar_fan's solution](#)

1829.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Sugar_fan's solution](#)

1830.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[Sugar_fan's solution](#)

1831.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Sugar_fan's solution](#)

1832.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Sugar_fan's solution](#)

1833.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Sugar_fan's solution](#)

1834.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1800 · first AC: 2020-01-29 · Kotlin 1.4 (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

1835.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Sugar_fan's solution](#)

1836.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Sugar_fan's solution](#)

1837.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sugar_fan's solution](#)

1838.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

1839.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Sugar_fan's solution](#)

1840.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-15 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Sugar_fan's solution](#)

1841.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sugar_fan's solution](#)

1842.

1212F

[One-Based Arithmetic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-09-01 · last AC: 2019-09-01 · Kotlin 1.4 (first AC) · Tags: *special, brute force

[Sugar_fan's solution](#)

1843.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Sugar_fan's solution](#)

1844.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Sugar_fan's solution](#)

1845.

1196E

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

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sugar_fan's solution](#)

1846.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Sugar_fan's solution](#)

1847.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sugar_fan's solution](#)

1848.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

1849.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,699 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Sugar_fan's solution](#)

1850.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

1851.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, implementation

[Sugar_fan's solution](#)

1852.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Sugar_fan's solution](#)

1853.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sugar_fan's solution](#)

1854.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1800 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sugar_fan's solution](#)

1855.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Sugar_fan's solution](#)

1856.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Sugar_fan's solution](#)

1857.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities

[Sugar_fan's solution](#)

1858.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1800 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[Sugar_fan's solution](#)

1859.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sugar_fan's solution](#)

1860.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Sugar_fan's solution](#)

1861.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Sugar_fan's solution](#)

1862.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sugar_fan's solution](#)

1863.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Sugar_fan's solution](#)

1864.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Sugar_fan's solution](#)

1865.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Sugar_fan's solution](#)

1866.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Sugar_fan's solution](#)

1867.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Sugar_fan's solution](#)

1868.

1058D

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Sugar_fan's solution](#)

1869.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Sugar_fan's solution](#)

1870.

1016C

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

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Sugar_fan's solution](#)

1871.

1016D

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

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math
[Sugar_fan's solution](#)

1872.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[Sugar_fan's solution](#)

1873.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Sugar_fan's solution](#)

1874.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2018-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Sugar_fan's solution](#)

1875.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[Sugar_fan's solution](#)

1876.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[Sugar_fan's solution](#)

1877.

2217D

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

Quality: 3,328 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[Sugar_fan's solution](#)

1878.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 1900 · first AC: 2026-03-28 · Rust 2024 (first AC) · Tags: bitmasks, combinatorics, math
[Sugar_fan's solution](#)

1879.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · Rust 2024 (first AC) · Tags: dp, games, implementation, strings
[Sugar_fan's solution](#)

1880.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · Rust 2024 (first AC) · Tags: data structures, dp, greedy, math
[Sugar_fan's solution](#)

1881.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · Rust 2024 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[Sugar_fan's solution](#)

1882.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2025-12-05 · Rust 2024 (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Sugar_fan's solution](#)

1883.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Sugar_fan's solution](#)

1884.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sugar_fan's solution](#)

1885.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 1900 · first AC: 2025-09-13 · Rust 2024 (first AC) · Tags: binary search, data structures, math, number theory

[Sugar_fan's solution](#)

1886.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · Rust 2024 (first AC) · Tags: data structures, greedy, two pointers

[Sugar_fan's solution](#)

1887.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-24 · Rust 2021 (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

1888.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Sugar_fan's solution](#)

1889.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sugar_fan's solution](#)

1890.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, greedy, math

[Sugar_fan's solution](#)

1891.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Sugar_fan's solution](#)

1892.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Sugar_fan's solution](#)

1893.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Sugar_fan's solution](#)

1894.

2053E

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

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Sugar_fan's solution](#)

1895.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Sugar_fan's solution](#)

1896.

2013D

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

Quality: 7,469 global accepts · Rating: 1900 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[Sugar_fan's solution](#)

1897.

2002D1

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

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

[Sugar_fan's solution](#)

1898.

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Sugar_fan's solution](#)

1899.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Sugar_fan's solution](#)

1900.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Sugar_fan's solution](#)

1901.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs,

greedy, math, number theory, trees

[Sugar fan's solution](#)

1902.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Sugar fan's solution](#)

1903.

1986F

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

Quality: 6,431 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Sugar fan's solution](#)

1904.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[Sugar fan's solution](#)

1905.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Sugar fan's solution](#)

1906.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Sugar fan's solution](#)

1907.

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms

[Sugar fan's solution](#)

1908.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Sugar fan's solution](#)

1909.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Sugar fan's solution](#)

1910.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,075 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Sugar fan's solution](#)

1911.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

1912.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Sugar_fan's solution](#)

1913.

1945F

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

Quality: 5,102 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Sugar_fan's solution](#)

1914.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

1915.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Sugar_fan's solution](#)

1916.

1929D

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

Quality: 5,757 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Sugar_fan's solution](#)

1917.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,386 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Sugar_fan's solution](#)

1918.

1918D

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

Quality: 6,191 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Sugar_fan's solution](#)

1919.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Sugar_fan's solution](#)

1920.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Sugar_fan's solution](#)

1921.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu,

implementation, math

[Sugar_fan's solution](#)

1922.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Sugar_fan's solution](#)

1923.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Sugar_fan's solution](#)

1924.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Sugar_fan's solution](#)

1925.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

1926.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Sugar_fan's solution](#)

1927.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Sugar_fan's solution](#)

1928.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

1929.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Sugar_fan's solution](#)

1930.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Sugar_fan's solution](#)

1931.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Sugar_fan's solution](#)

1932.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

1933.

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

[Sugar_fan's solution](#)

1934.

1854A2

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

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

[Sugar_fan's solution](#)

1935.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Sugar_fan's solution](#)

1936.

1842D

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

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

[Sugar_fan's solution](#)

1937.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Sugar_fan's solution](#)

1938.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Sugar_fan's solution](#)

1939.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Sugar_fan's solution](#)

1940.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Sugar_fan's solution](#)

1941.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Sugar_fan's solution](#)

1942.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Sugar_fan's solution](#)

1943.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-20 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, number theory
[Sugar_fan's solution](#)

1944.

1729F

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

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math
[Sugar_fan's solution](#)

1945.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
[Sugar_fan's solution](#)

1946.

1701D

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

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

1947.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[Sugar_fan's solution](#)

1948.

1689D

[Lena and Matrix](#) · [Tutorial](#)

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

1949.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs
[Sugar_fan's solution](#)

1950.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[Sugar_fan's solution](#)

1951.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers
[Sugar_fan's solution](#)

1952.

1661D

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

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

1953.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[Sugar_fan's solution](#)

1954.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[Sugar_fan's solution](#)

1955.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
[Sugar_fan's solution](#)

1956.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[Sugar_fan's solution](#)

1957.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees
[Sugar_fan's solution](#)

1958.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers
[Sugar_fan's solution](#)

1959.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[Sugar_fan's solution](#)

1960.

1547F

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

Quality: 6,949 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
[Sugar_fan's solution](#)

1961.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[Sugar_fan's solution](#)

1962.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[Sugar_fan's solution](#)

1963.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Sugar_fan's solution](#)

1964.

1488D

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

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Sugar_fan's solution](#)

1965.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[Sugar_fan's solution](#)

1966.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Sugar_fan's solution](#)

1967.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[Sugar_fan's solution](#)

1968.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Sugar_fan's solution](#)

1969.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Sugar_fan's solution](#)

1970.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[Sugar_fan's solution](#)

1971.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

1972.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Sugar fan's solution](#)

1973.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Sugar fan's solution](#)

1974.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Sugar fan's solution](#)

1975.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,381 global accepts · Rating: 1900 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Sugar fan's solution](#)

1976.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[Sugar fan's solution](#)

1977.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, two pointers

[Sugar fan's solution](#)

1978.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Sugar fan's solution](#)

1979.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Sugar fan's solution](#)

1980.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[Sugar fan's solution](#)

1981.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[Sugar fan's solution](#)

1982.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Sugar_fan's solution](#)

1983.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Sugar_fan's solution](#)

1984.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sugar_fan's solution](#)

1985.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sugar_fan's solution](#)

1986.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Sugar_fan's solution](#)

1987.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Sugar_fan's solution](#)

1988.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Sugar_fan's solution](#)

1989.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Sugar_fan's solution](#)

1990.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Sugar_fan's solution](#)

1991.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Sugar_fan's solution](#)

1992.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Sugar_fan's solution](#)

1993.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[Sugar_fan's solution](#)

1994.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[Sugar_fan's solution](#)

1995.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Sugar_fan's solution](#)

1996.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees

[Sugar_fan's solution](#)

1997.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sugar_fan's solution](#)

1998.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Sugar_fan's solution](#)

1999.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[Sugar_fan's solution](#)

2000.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,063 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

2001.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Sugar_fan's solution](#)

2002.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: brute force

[Sugar_fan's solution](#)

2003.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Sugar_fan's solution](#)

2004.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math

[Sugar_fan's solution](#)

2005.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

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2006.

1157D

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Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

2007.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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2008.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings

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2009.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,545 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

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2010.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

2011.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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2012.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Sugar_fan's solution](#)

2013.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Sugar_fan's solution](#)

2014.

1078A

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

Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Sugar_fan's solution](#)

2015.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Sugar_fan's solution](#)

2016.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Sugar_fan's solution](#)

2017.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sugar_fan's solution](#)

2018.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Sugar_fan's solution](#)

2019.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Sugar_fan's solution](#)

2020.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sugar_fan's solution](#)

2021.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Sugar_fan's solution](#)

2022.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

2023.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[Sugar_fan's solution](#)

2024.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

2025.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,373 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Sugar_fan's solution](#)

2026.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[Sugar_fan's solution](#)

2027.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sugar_fan's solution](#)

2028.

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, matrices

[Sugar_fan's solution](#)

2029.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Sugar_fan's solution](#)

2030.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Sugar_fan's solution](#)

2031.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,233 global accepts · Rating: 1900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures

[Sugar_fan's solution](#)

2032.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation

[Sugar_fan's solution](#)

2033.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Sugar_fan's solution](#)

2034.

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, math

[Sugar_fan's solution](#)

2035.

2196C2

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

Quality: 2,518 global accepts · Rating: 2000 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Sugar_fan's solution](#)

2036.

2178E

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

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, interactive

[Sugar_fan's solution](#)

2037.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · Rust 2024 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Sugar_fan's solution](#)

2038.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · Rust 2021 (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Sugar_fan's solution](#)

2039.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,771 global accepts · Rating: 2000 · first AC: 2025-08-10 · Rust 2021 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Sugar_fan's solution](#)

2040.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sugar_fan's solution](#)

2041.

2103D

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

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

[Sugar_fan's solution](#)

2042.

2096D

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

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

[Sugar_fan's solution](#)

2043.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Sugar_fan's solution](#)

2044.

2074F

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

Quality: 2,477 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

[Sugar_fan's solution](#)

2045.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Sugar_fan's solution](#)

2046.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Sugar_fan's solution](#)

2047.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Sugar_fan's solution](#)

2048.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Sugar_fan's solution](#)

2049.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,604 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Sugar_fan's solution](#)

2050.

1976D

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

Quality: 5,797 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Sugar_fan's solution](#)

2051.

1974G

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

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Sugar_fan's solution](#)

2052.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics

[Sugar_fan's solution](#)

2053.

1951E

[No Palindromes](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

2054.

1951D

[Buying Jewels](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

2055.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[Sugar_fan's solution](#)

2056.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Sugar_fan's solution](#)

2057.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Sugar_fan's solution](#)

2058.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Sugar_fan's solution](#)

2059.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy, trees

[Sugar_fan's solution](#)

2060.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Sugar_fan's solution](#)

2061.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Sugar_fan's solution](#)

2062.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Sugar_fan's solution](#)

2063.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Sugar_fan's solution](#)

2064.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Sugar_fan's solution](#)

2065.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math, two pointers

[Sugar_fan's solution](#)

2066.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Sugar_fan's solution](#)

2067.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Sugar_fan's solution](#)

2068.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Sugar_fan's solution](#)

2069.

451D

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

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

2070.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Sugar_fan's solution](#)

2071.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Sugar_fan's solution](#)

2072.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · Rust 2021 (first AC) · Tags: brute force, dp, implementation

[Sugar_fan's solution](#)

2073.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · Rust 2021 (first AC) · Tags: dp, greedy, math, number theory

[Sugar_fan's solution](#)

2074.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy

[Sugar_fan's solution](#)

2075.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Sugar fan's solution](#)

2076.

1712D

[Empty Graph](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

2077.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Sugar fan's solution](#)

2078.

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Sugar fan's solution](#)

2079.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Sugar fan's solution](#)

2080.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Sugar fan's solution](#)

2081.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Sugar fan's solution](#)

2082.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Sugar fan's solution](#)

2083.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

2084.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Sugar fan's solution](#)

2085.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

dp, hashing, implementation, strings

[Sugar_fan's solution](#)

2086.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Sugar_fan's solution](#)

2087.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Sugar_fan's solution](#)

2088.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Sugar_fan's solution](#)

2089.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Sugar_fan's solution](#)

2090.

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dp

[Sugar_fan's solution](#)

2091.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Sugar_fan's solution](#)

2092.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

2093.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

2094.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Sugar_fan's solution](#)

2095.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Sugar_fan's solution](#)

2096.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Sugar_fan's solution](#)

2097.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Sugar_fan's solution](#)

2098.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Sugar_fan's solution](#)

2099.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Sugar_fan's solution](#)

2100.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Sugar_fan's solution](#)

2101.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Sugar_fan's solution](#)

2102.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[Sugar_fan's solution](#)

2103.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, probabilities

[Sugar_fan's solution](#)

2104.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Sugar_fan's solution](#)

2105.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Sugar_fan's solution](#)

2106.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Sugar_fan's solution](#)

2107.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,345 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sugar_fan's solution](#)

2108.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

2109.

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, math

[Sugar_fan's solution](#)

2110.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: combinatorics, math, number theory

[Sugar_fan's solution](#)

2111.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: data structures, dp, implementation, two pointers

[Sugar_fan's solution](#)

2112.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Sugar_fan's solution](#)

2113.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, implementation

[Sugar_fan's solution](#)

2114.

1211D

[Teams](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 2000 · first AC: 2019-09-07 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, math

[Sugar_fan's solution](#)

2115.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-25 · Kotlin 1.4 (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

2116.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Sugar_fan's solution](#)

2117.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-24 · Kotlin 1.4 (first AC) · Tags: data structures

[Sugar_fan's solution](#)

2118.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-24 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, dp

[Sugar_fan's solution](#)

2119.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

2120.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sugar_fan's solution](#)

2121.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Sugar_fan's solution](#)

2122.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Sugar_fan's solution](#)

2123.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Sugar_fan's solution](#)

2124.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Sugar_fan's solution](#)

2125.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-15 · Java 8 (first AC) · Tags: brute force, math, number theory

[Sugar_fan's solution](#)

2126.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

2127.

1211E

[Double Permutation Inc.](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Sugar_fan's solution](#)

2128.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Sugar_fan's solution](#)

2129.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Sugar_fan's solution](#)

2130.

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sugar_fan's solution](#)

2131.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Sugar_fan's solution](#)

2132.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

2133.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Sugar_fan's solution](#)

2134.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Sugar_fan's solution](#)

2135.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Sugar_fan's solution](#)

2136.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: games

[Sugar_fan's solution](#)

2137.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Sugar_fan's solution](#)

2138.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Sugar_fan's solution](#)

2139.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2019-04-01 · Python 3 (first AC) · Tags: *special

[Sugar_fan's solution](#)

2140.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sugar_fan's solution](#)

2141.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

2142.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Sugar_fan's solution](#)

2143.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,423 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Sugar_fan's solution](#)

2144.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Sugar_fan's solution](#)

2145.

1058E

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Sugar_fan's solution](#)

2146.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Sugar_fan's solution](#)

2147.

1020D

[The hat](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Sugar_fan's solution](#)

2148.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Sugar_fan's solution](#)

2149.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sugar_fan's solution](#)

2150.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2018-06-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Sugar_fan's solution](#)

2151.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Sugar_fan's solution](#)

2152.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 2000 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: geometry

[Sugar_fan's solution](#)

2153.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-11-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Sugar_fan's solution](#)

2154.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[Sugar_fan's solution](#)

2155.

2210C2

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

Quality: 2,147 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[Sugar_fan's solution](#)

2156.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

2157.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, binary search, greedy

[Sugar_fan's solution](#)

2158.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Sugar_fan's solution](#)

2159.

2192E

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

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Sugar_fan's solution](#)

2160.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,851 global accepts · Rating: 2100 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: dp, math, number theory

[Sugar_fan's solution](#)

2161.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2100 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Sugar_fan's solution](#)

2162.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-14 · Rust 2024 (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Sugar_fan's solution](#)

2163.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · Rust 2024 (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Sugar_fan's solution](#)

2164.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · Rust 2024 (first AC) · Tags: binary search, data structures, dp, greedy

[Sugar_fan's solution](#)

2165.

2162F

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

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

2166.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · Rust 2024 (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Sugar_fan's solution](#)

2167.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dp, greedy

[Sugar_fan's solution](#)

2168.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · Rust 2021 (first AC) · Tags: constructive algorithms, interactive, math

[Sugar_fan's solution](#)

2169.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Sugar_fan's solution](#)

2170.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Sugar_fan's solution](#)

2171.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · Rust 2021 (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Sugar_fan's solution](#)

2172.

2115B

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

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

[Sugar_fan's solution](#)

2173.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Sugar_fan's solution](#)

2174.

2074G

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

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Sugar_fan's solution](#)

2175.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[Sugar_fan's solution](#)

2176.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Sugar_fan's solution](#)

2177.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,070 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Sugar_fan's solution](#)

2178.

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Sugar_fan's solution](#)

2179.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Sugar_fan's solution](#)

2180.

1971H

[+1](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2100 · first AC: 2024-05-10 · Kotlin 1.9 (first AC) · Tags: 2-sat, dfs and similar, graphs

[Sugar_fan's solution](#)

2181.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Sugar_fan's solution](#)

2182.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Sugar_fan's solution](#)

2183.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

2184.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sugar_fan's solution](#)

2185.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Sugar_fan's solution](#)

2186.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Sugar fan's solution](#)

2187.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Sugar fan's solution](#)

2188.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sugar fan's solution](#)

2189.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Sugar fan's solution](#)

2190.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Sugar fan's solution](#)

2191.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Sugar fan's solution](#)

2192.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Sugar fan's solution](#)

2193.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Sugar fan's solution](#)

2194.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Sugar fan's solution](#)

2195.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Sugar fan's solution](#)

2196.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Sugar_fan's solution](#)

2197.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Sugar_fan's solution](#)

2198.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Sugar_fan's solution](#)

2199.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Sugar_fan's solution](#)

2200.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Sugar_fan's solution](#)

2201.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Sugar_fan's solution](#)

2202.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Sugar_fan's solution](#)

2203.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Sugar_fan's solution](#)

2204.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Sugar_fan's solution](#)

2205.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[Sugar_fan's solution](#)

2206.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Sugar_fan's solution](#)

2207.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Sugar_fan's solution](#)

2208.

1790F

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

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Sugar_fan's solution](#)

2209.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

2210.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · Rust 2021 (first AC) · Tags: data structures, dp

[Sugar_fan's solution](#)

2211.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Sugar_fan's solution](#)

2212.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · Rust 2021 (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Sugar_fan's solution](#)

2213.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Sugar_fan's solution](#)

2214.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Sugar_fan's solution](#)

2215.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Sugar_fan's solution](#)

2216.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[Sugar_fan's solution](#)

2217.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Sugar_fan's solution](#)

2218.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Sugar_fan's solution](#)

2219.

1660F2

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

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

[Sugar_fan's solution](#)

2220.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Sugar_fan's solution](#)

2221.

1628D1

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

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

[Sugar_fan's solution](#)

2222.

1606E

[Arena](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

2223.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Sugar_fan's solution](#)

2224.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[Sugar_fan's solution](#)

2225.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Sugar_fan's solution](#)

2226.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Sugar_fan's solution](#)

2227.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Sugar_fan's solution](#)

2228.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sugar_fan's solution](#)

2229.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Sugar_fan's solution](#)

2230.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Sugar_fan's solution](#)

2231.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Sugar_fan's solution](#)

2232.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Sugar_fan's solution](#)

2233.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Sugar_fan's solution](#)

2234.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Sugar_fan's solution](#)

2235.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Sugar_fan's solution](#)

2236.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Sugar_fan's solution](#)

2237.

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp, games, greedy

[Sugar_fan's solution](#)

2238.

1431F

[Neural Network Problem](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Sugar_fan's solution](#)

2239.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Sugar_fan's solution](#)

2240.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Sugar_fan's solution](#)

2241.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Sugar_fan's solution](#)

2242.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Sugar_fan's solution](#)

2243.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Sugar_fan's solution](#)

2244.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Sugar_fan's solution](#)

2245.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Sugar_fan's solution](#)

2246.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Sugar_fan's solution](#)

2247.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Sugar_fan's solution](#)

2248.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Sugar_fan's solution](#)

2249.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sugar_fan's solution](#)

2250.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sugar_fan's solution](#)

2251.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Sugar_fan's solution](#)

2252.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[Sugar_fan's solution](#)

2253.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Sugar_fan's solution](#)

2254.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Sugar_fan's solution](#)

2255.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · last AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Sugar_fan's solution](#)

2256.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[Sugar_fan's solution](#)

2257.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

2258.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Sugar_fan's solution](#)

2259.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Sugar_fan's solution](#)

2260.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Sugar_fan's solution](#)

2261.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Sugar_fan's solution](#)

2262.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Sugar_fan's solution](#)

2263.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Sugar_fan's solution](#)

2264.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Sugar_fan's solution](#)

2265.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Sugar_fan's solution](#)

2266.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Sugar_fan's solution](#)

2267.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[Sugar_fan's solution](#)

2268.

937D

[Sleepy Game](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-05-23 · Kotlin 1.4 (first AC) · Tags: dfs and similar, games, graphs

[Sugar_fan's solution](#)

2269.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Sugar_fan's solution](#)

2270.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Sugar_fan's solution](#)

2271.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Sugar_fan's solution](#)

2272.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Sugar_fan's solution](#)

2273.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Sugar_fan's solution](#)

2274.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Sugar_fan's solution](#)

2275.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2276.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[Sugar_fan's solution](#)

2277.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Sugar_fan's solution](#)

2278.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Sugar_fan's solution](#)

2279.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[Sugar_fan's solution](#)

2280.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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2281.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 2100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[Sugar_fan's solution](#)

2282.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sugar_fan's solution](#)

2283.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sugar_fan's solution](#)

2284.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, matrices

[Sugar_fan's solution](#)

2285.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

2286.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2200 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Sugar_fan's solution](#)

2287.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Sugar_fan's solution](#)

2288.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · Rust 2024 (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Sugar_fan's solution](#)

2289.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · Rust 2024 (first AC) · Tags: combinatorics, math, trees

[Sugar_fan's solution](#)

2290.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2200 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Sugar_fan's solution](#)

2291.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,618 global accepts · Rating: 2200 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Sugar_fan's solution](#)

2292.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Sugar_fan's solution](#)

2293.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · Rust 2024 (first AC) · Tags: games, greedy, math

[Sugar_fan's solution](#)

2294.

2143D2

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

Quality: 2,769 global accepts · Rating: 2200 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Sugar_fan's solution](#)

2295.

2144E1

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

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: combinatorics, dp

[Sugar_fan's solution](#)

2296.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Sugar_fan's solution](#)

2297.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Sugar_fan's solution](#)

2298.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Sugar fan's solution](#)

2299.

2101C

[23 Kingdom](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

2300.

2108D

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

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[Sugar fan's solution](#)

2301.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Sugar fan's solution](#)

2302.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,665 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Sugar fan's solution](#)

2303.

2034E

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

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

[Sugar fan's solution](#)

2304.

2039E

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

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

[Sugar fan's solution](#)

2305.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Sugar fan's solution](#)

2306.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Sugar fan's solution](#)

2307.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Sugar fan's solution](#)

2308.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Sugar_fan's solution](#)

2309.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Sugar_fan's solution](#)

2310.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Sugar_fan's solution](#)

2311.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Sugar_fan's solution](#)

2312.

1991F

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

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Sugar_fan's solution](#)

2313.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Sugar_fan's solution](#)

2314.

1968G2

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

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Sugar_fan's solution](#)

2315.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Sugar_fan's solution](#)

2316.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Sugar_fan's solution](#)

2317.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Sugar_fan's solution](#)

2318.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Sugar_fan's solution](#)

2319.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

2320.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Sugar_fan's solution](#)

2321.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Sugar_fan's solution](#)

2322.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Sugar_fan's solution](#)

2323.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Sugar_fan's solution](#)

2324.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[Sugar_fan's solution](#)

2325.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Sugar_fan's solution](#)

2326.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Sugar_fan's solution](#)

2327.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Sugar_fan's solution](#)

2328.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Sugar_fan's solution](#)

2329.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Sugar_fan's solution](#)

2330.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Sugar_fan's solution](#)

2331.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Sugar_fan's solution](#)

2332.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Sugar_fan's solution](#)

2333.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Sugar_fan's solution](#)

2334.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Sugar_fan's solution](#)

2335.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Sugar_fan's solution](#)

2336.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Sugar_fan's solution](#)

2337.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Sugar_fan's solution](#)

2338.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Sugar_fan's solution](#)

2339.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[Sugar_fan's solution](#)

2340.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[Sugar_fan's solution](#)

2341.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: dp, geometry
[Sugar_fan's solution](#)

2342.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, math
[Sugar_fan's solution](#)

2343.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp
[Sugar_fan's solution](#)

2344.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · Rust 2021 (first AC) · Tags: dp, graphs, math, number theory
[Sugar_fan's solution](#)

2345.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · Rust 2021 (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[Sugar_fan's solution](#)

2346.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings
[Sugar_fan's solution](#)

2347.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers
[Sugar_fan's solution](#)

2348.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
[Sugar_fan's solution](#)

2349.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

2350.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Sugar_fan's solution](#)

2351.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

2352.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Sugar_fan's solution](#)

2353.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Sugar_fan's solution](#)

2354.

1657E

[Star MST](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

2355.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Sugar_fan's solution](#)

2356.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Sugar_fan's solution](#)

2357.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

2358.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Sugar_fan's solution](#)

2359.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Sugar_fan's solution](#)

2360.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Sugar_fan's solution](#)

2361.

1556E

[Equilibrium](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

2362.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Sugar_fan's solution](#)

2363.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Sugar_fan's solution](#)

2364.

1542D

[Priority Queue](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

2365.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Sugar_fan's solution](#)

2366.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2367.

1503C

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

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

[Sugar_fan's solution](#)

2368.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Sugar_fan's solution](#)

2369.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[Sugar_fan's solution](#)

2370.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Sugar_fan's solution](#)

2371.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Sugar_fan's solution](#)

2372.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Sugar_fan's solution](#)

2373.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2374.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Sugar_fan's solution](#)

2375.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · PyPy 3 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Sugar_fan's solution](#)

2376.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Sugar_fan's solution](#)

2377.

1437E

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

Quality: 3,926 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Sugar_fan's solution](#)

2378.

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Sugar_fan's solution](#)

2379.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Sugar_fan's solution](#)

2380.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Sugar_fan's solution](#)

2381.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[Sugar_fan's solution](#)

2382.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[Sugar_fan's solution](#)

2383.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Sugar_fan's solution](#)

2384.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Sugar_fan's solution](#)

2385.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

2386.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Sugar_fan's solution](#)

2387.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Sugar_fan's solution](#)

2388.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer

[Sugar_fan's solution](#)

2389.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[Sugar_fan's solution](#)

2390.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Sugar_fan's solution](#)

2391.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Sugar_fan's solution](#)

2392.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Sugar_fan's solution](#)

2393.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Sugar_fan's solution](#)

2394.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Sugar_fan's solution](#)

2395.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[Sugar_fan's solution](#)

2396.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sugar_fan's solution](#)

2397.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · last AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Sugar_fan's solution](#)

2398.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Sugar_fan's solution](#)

2399.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Sugar_fan's solution](#)

2400.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Sugar_fan's solution](#)

2401.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Sugar_fan's solution](#)

2402.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Sugar_fan's solution](#)

2403.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Sugar_fan's solution](#)

2404.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Sugar_fan's solution](#)

2405.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, geometry

[Sugar_fan's solution](#)

2406.

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Sugar_fan's solution](#)

2407.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Sugar_fan's solution](#)

2408.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sugar_fan's solution](#)

2409.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[Sugar_fan's solution](#)

2410.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees
[Sugar_fan's solution](#)

2411.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[Sugar_fan's solution](#)

2412.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[Sugar_fan's solution](#)

2413.

967E

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Sugar_fan's solution](#)

2414.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities
[Sugar_fan's solution](#)

2415.

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math
[Sugar_fan's solution](#)

2416.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[Sugar_fan's solution](#)

2417.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · Rust 2024 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[Sugar_fan's solution](#)

2418.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · Rust 2024 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[Sugar_fan's solution](#)

2419.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Sugar_fan's solution](#)

2420.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · Rust 2024 (first AC) · Tags: combinatorics, graph matchings, math

[Sugar_fan's solution](#)

2421.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Sugar_fan's solution](#)

2422.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Sugar_fan's solution](#)

2423.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: combinatorics, dp

[Sugar_fan's solution](#)

2424.

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

[Sugar_fan's solution](#)

2425.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Sugar_fan's solution](#)

2426.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Sugar_fan's solution](#)

2427.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Sugar_fan's solution](#)

2428.

2066C

[Bitwise Slides](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

2429.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Sugar fan's solution](#)

2430.

2043E

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

Quality: 1,827 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Sugar fan's solution](#)

2431.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Sugar fan's solution](#)

2432.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Sugar fan's solution](#)

2433.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Sugar fan's solution](#)

2434.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Sugar fan's solution](#)

2435.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Sugar fan's solution](#)

2436.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sugar fan's solution](#)

2437.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Sugar fan's solution](#)

2438.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and

similar, graphs, greedy, strings, trees

[Sugar_fan's solution](#)

2439.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Sugar_fan's solution](#)

2440.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Sugar_fan's solution](#)

2441.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,519 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Sugar_fan's solution](#)

2442.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Sugar_fan's solution](#)

2443.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Sugar_fan's solution](#)

2444.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Sugar_fan's solution](#)

2445.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

2446.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Sugar_fan's solution](#)

2447.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Sugar_fan's solution](#)

2448.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data

structures, dfs and similar, math, trees

[Sugar_fan's solution](#)

2449.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Sugar_fan's solution](#)

2450.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Sugar_fan's solution](#)

2451.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Sugar_fan's solution](#)

2452.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Sugar_fan's solution](#)

2453.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Sugar_fan's solution](#)

2454.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

2455.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Sugar_fan's solution](#)

2456.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Sugar_fan's solution](#)

2457.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Sugar_fan's solution](#)

2458.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

2459.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Sugar_fan's solution](#)

2460.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Sugar_fan's solution](#)

2461.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Sugar_fan's solution](#)

2462.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Sugar_fan's solution](#)

2463.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Sugar_fan's solution](#)

2464.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Sugar_fan's solution](#)

2465.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,768 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Sugar_fan's solution](#)

2466.

1797E

[Li Hua and Array](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

2467.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Sugar_fan's solution](#)

2468.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Sugar_fan's solution](#)

2469.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Sugar_fan's solution](#)

2470.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · Rust 2021 (first AC) · Tags: brute force, data structures, math, number theory

[Sugar_fan's solution](#)

2471.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Sugar_fan's solution](#)

2472.

1748E

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

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2022-11-12 · Rust 2021 (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Sugar_fan's solution](#)

2473.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Sugar_fan's solution](#)

2474.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Sugar_fan's solution](#)

2475.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Sugar_fan's solution](#)

2476.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Sugar_fan's solution](#)

2477.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

2478.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[Sugar_fan's solution](#)

2479.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[Sugar_fan's solution](#)

2480.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Sugar_fan's solution](#)

2481.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math
[Sugar_fan's solution](#)

2482.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[Sugar_fan's solution](#)

2483.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees
[Sugar_fan's solution](#)

2484.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
[Sugar_fan's solution](#)

2485.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[Sugar_fan's solution](#)

2486.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry
[Sugar_fan's solution](#)

2487.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory
[Sugar_fan's solution](#)

2488.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Sugar_fan's solution](#)

2489.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Sugar_fan's solution](#)

2490.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Sugar_fan's solution](#)

2491.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Sugar_fan's solution](#)

2492.

1488F

[DogeCoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[Sugar_fan's solution](#)

2493.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Sugar_fan's solution](#)

2494.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

2495.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Sugar_fan's solution](#)

2496.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[Sugar_fan's solution](#)

2497.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2498.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: probabilities

[Sugar_fan's solution](#)

2499.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Sugar_fan's solution](#)

2500.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Sugar_fan's solution](#)

2501.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[Sugar_fan's solution](#)

2502.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Sugar_fan's solution](#)

2503.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Sugar_fan's solution](#)

2504.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Sugar_fan's solution](#)

2505.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2300 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Sugar_fan's solution](#)

2506.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Sugar_fan's solution](#)

2507.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Sugar_fan's solution](#)

2508.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[Sugar_fan's solution](#)

2509.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Sugar_fan's solution](#)

2510.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Sugar_fan's solution](#)

2511.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Sugar_fan's solution](#)

2512.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2513.

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, graphs, implementation, strings

[Sugar_fan's solution](#)

2514.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Sugar_fan's solution](#)

2515.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Sugar_fan's solution](#)

2516.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

2517.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Sugar_fan's solution](#)

2518.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Sugar_fan's solution](#)

2519.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Sugar_fan's solution](#)

2520.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Sugar_fan's solution](#)

2521.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Sugar_fan's solution](#)

2522.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[Sugar_fan's solution](#)

2523.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Sugar_fan's solution](#)

2524.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Sugar_fan's solution](#)

2525.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Sugar_fan's solution](#)

2526.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Sugar_fan's solution](#)

2527.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Sugar_fan's solution](#)

2528.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · Rust 2024 (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Sugar_fan's solution](#)

2529.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: combinatorics, constructive algorithms, math
[Sugar_fan's solution](#)

2530.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
[Sugar_fan's solution](#)

2531.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[Sugar_fan's solution](#)

2532.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · Rust 2024 (first AC) · Tags: dp, greedy
[Sugar_fan's solution](#)

2533.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · Rust 2024 (first AC) · Tags: combinatorics, implementation, math
[Sugar_fan's solution](#)

2534.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · Rust 2024 (first AC) · Tags: brute force, math, number theory
[Sugar_fan's solution](#)

2535.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, math, strings
[Sugar_fan's solution](#)

2536.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[Sugar_fan's solution](#)

2537.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
[Sugar_fan's solution](#)

2538.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
[Sugar_fan's solution](#)

2539.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Sugar_fan's solution](#)

2540.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Sugar_fan's solution](#)

2541.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2542.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Sugar_fan's solution](#)

2543.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Sugar_fan's solution](#)

2544.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Sugar_fan's solution](#)

2545.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Sugar_fan's solution](#)

2546.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Sugar_fan's solution](#)

2547.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Sugar_fan's solution](#)

2548.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Sugar_fan's solution](#)

2549.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Sugar_fan's solution](#)

2550.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[Sugar_fan's solution](#)

2551.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Sugar_fan's solution](#)

2552.

1943D1

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

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

[Sugar_fan's solution](#)

2553.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Sugar_fan's solution](#)

2554.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

2555.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

2556.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Sugar_fan's solution](#)

2557.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Sugar_fan's solution](#)

2558.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2559.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Sugar_fan's solution](#)

2560.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Sugar_fan's solution](#)

2561.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Sugar_fan's solution](#)

2562.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Sugar_fan's solution](#)

2563.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Sugar_fan's solution](#)

2564.

1910H

[Sum of Digits of Sums](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, binary search, data structures

[Sugar_fan's solution](#)

2565.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Sugar_fan's solution](#)

2566.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Sugar_fan's solution](#)

2567.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Sugar_fan's solution](#)

2568.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Sugar_fan's solution](#)

2569.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, hashing
[Sugar_fan's solution](#)

2570.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[Sugar_fan's solution](#)

2571.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[Sugar_fan's solution](#)

2572.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[Sugar_fan's solution](#)

2573.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[Sugar_fan's solution](#)

2574.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
[Sugar_fan's solution](#)

2575.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[Sugar_fan's solution](#)

2576.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows
[Sugar_fan's solution](#)

2577.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive
[Sugar_fan's solution](#)

2578.

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[Sugar_fan's solution](#)

2579.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Sugar_fan's solution](#)

2580.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Sugar_fan's solution](#)

2581.

39G

[Inverse Function](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2400 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: implementation

[Sugar_fan's solution](#)

2582.

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Sugar_fan's solution](#)

2583.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Sugar_fan's solution](#)

2584.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-24 · Kotlin 1.7 (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Sugar_fan's solution](#)

2585.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Sugar_fan's solution](#)

2586.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · Rust 2021 (first AC) · Tags: brute force, data structures, number theory

[Sugar_fan's solution](#)

2587.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Sugar_fan's solution](#)

2588.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Sugar_fan's solution](#)

2589.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Sugar_fan's solution](#)

2590.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Sugar_fan's solution](#)

2591.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Sugar_fan's solution](#)

2592.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Sugar_fan's solution](#)

2593.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Sugar_fan's solution](#)

2594.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Sugar_fan's solution](#)

2595.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Sugar_fan's solution](#)

2596.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Sugar_fan's solution](#)

2597.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Sugar_fan's solution](#)

2598.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Sugar_fan's solution](#)

2599.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Sugar_fan's solution](#)

2600.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[Sugar_fan's solution](#)

2601.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[Sugar_fan's solution](#)

2602.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[Sugar_fan's solution](#)

2603.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[Sugar_fan's solution](#)

2604.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[Sugar_fan's solution](#)

2605.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings
[Sugar_fan's solution](#)

2606.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[Sugar_fan's solution](#)

2607.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[Sugar_fan's solution](#)

2608.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
[Sugar_fan's solution](#)

2609.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Sugar_fan's solution](#)

2610.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Sugar_fan's solution](#)

2611.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[Sugar_fan's solution](#)

2612.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Sugar_fan's solution](#)

2613.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Sugar_fan's solution](#)

2614.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2020-07-30 · last AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Sugar_fan's solution](#)

2615.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,835 global accepts · Rating: 2400 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[Sugar_fan's solution](#)

2616.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sugar_fan's solution](#)

2617.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Sugar_fan's solution](#)

2618.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Sugar_fan's solution](#)

2619.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Sugar_fan's solution](#)

2620.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Sugar_fan's solution](#)

2621.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[Sugar_fan's solution](#)

2622.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Sugar_fan's solution](#)

2623.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Sugar_fan's solution](#)

2624.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, graphs

[Sugar_fan's solution](#)

2625.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[Sugar_fan's solution](#)

2626.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Sugar_fan's solution](#)

2627.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Sugar_fan's solution](#)

2628.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Sugar_fan's solution](#)

2629.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[Sugar_fan's solution](#)

2630.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[Sugar_fan's solution](#)

2631.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[Sugar_fan's solution](#)

2632.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory
[Sugar_fan's solution](#)

2633.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[Sugar_fan's solution](#)

2634.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory
[Sugar_fan's solution](#)

2635.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[Sugar_fan's solution](#)

2636.

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math
[Sugar_fan's solution](#)

2637.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings
[Sugar_fan's solution](#)

2638.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · Rust 2024 (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[Sugar_fan's solution](#)

2639.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Sugar_fan's solution](#)

2640.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · Rust 2024 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Sugar_fan's solution](#)

2641.

2163D2

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

Quality: 1,499 global accepts · Rating: 2500 · first AC: 2025-11-10 · Rust 2024 (first AC) · Tags: binary search, interactive, math, sortings

[Sugar_fan's solution](#)

2642.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Sugar_fan's solution](#)

2643.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · Rust 2024 (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Sugar_fan's solution](#)

2644.

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: combinatorics, data structures, dp

[Sugar_fan's solution](#)

2645.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-28 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Sugar_fan's solution](#)

2646.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

2647.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Sugar_fan's solution](#)

2648.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Sugar fan's solution](#)

2649.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Sugar fan's solution](#)

2650.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Sugar fan's solution](#)

2651.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Sugar fan's solution](#)

2652.

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Sugar fan's solution](#)

2653.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Sugar fan's solution](#)

2654.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Sugar fan's solution](#)

2655.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Sugar fan's solution](#)

2656.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Sugar fan's solution](#)

2657.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Sugar fan's solution](#)

2658.

1986G2

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

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Sugar_fan's solution](#)

2659.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Sugar_fan's solution](#)

2660.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Sugar_fan's solution](#)

2661.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sugar_fan's solution](#)

2662.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Sugar_fan's solution](#)

2663.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[Sugar_fan's solution](#)

2664.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Sugar_fan's solution](#)

2665.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Sugar_fan's solution](#)

2666.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Sugar_fan's solution](#)

2667.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Sugar_fan's solution](#)

2668.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Sugar_fan's solution](#)

2669.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math
[Sugar_fan's solution](#)

2670.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Sugar_fan's solution](#)

2671.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees
[Sugar_fan's solution](#)

2672.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[Sugar_fan's solution](#)

2673.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[Sugar_fan's solution](#)

2674.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
[Sugar_fan's solution](#)

2675.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Sugar_fan's solution](#)

2676.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees
[Sugar_fan's solution](#)

2677.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[Sugar_fan's solution](#)

2678.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Sugar_fan's solution](#)

2679.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Sugar_fan's solution](#)

2680.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Sugar_fan's solution](#)

2681.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Sugar_fan's solution](#)

2682.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

2683.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Sugar_fan's solution](#)

2684.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2685.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Sugar_fan's solution](#)

2686.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Sugar_fan's solution](#)

2687.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-20 · PyPy 3-64 (first AC) · Tags: games, geometry, greedy, interactive

[Sugar_fan's solution](#)

2688.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: games, greedy, interactive, sortings

[Sugar_fan's solution](#)

2689.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: graphs, shortest paths

[Sugar_fan's solution](#)

2690.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Sugar_fan's solution](#)

2691.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · Rust 2021 (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Sugar_fan's solution](#)

2692.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Sugar_fan's solution](#)

2693.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Sugar_fan's solution](#)

2694.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · Rust 2021 (first AC) · Tags: brute force, dp, implementation, two pointers

[Sugar_fan's solution](#)

2695.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Sugar_fan's solution](#)

2696.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Sugar_fan's solution](#)

2697.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Sugar_fan's solution](#)

2698.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Sugar_fan's solution](#)

2699.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Sugar_fan's solution](#)

2700.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Sugar_fan's solution](#)

2701.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Sugar_fan's solution](#)

2702.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Sugar_fan's solution](#)

2703.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Sugar_fan's solution](#)

2704.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Sugar_fan's solution](#)

2705.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Sugar_fan's solution](#)

2706.

1658E

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

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Sugar_fan's solution](#)

2707.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[Sugar_fan's solution](#)

2708.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Sugar_fan's solution](#)

2709.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[Sugar_fan's solution](#)

2710.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Sugar_fan's solution](#)

2711.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Sugar_fan's solution](#)

2712.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Sugar_fan's solution](#)

2713.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Sugar_fan's solution](#)

2714.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Sugar_fan's solution](#)

2715.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Sugar_fan's solution](#)

2716.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Sugar_fan's solution](#)

2717.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Sugar_fan's solution](#)

2718.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Sugar_fan's solution](#)

2719.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Sugar_fan's solution](#)

2720.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Sugar_fan's solution](#)

2721.

1497E2

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

Quality: 1,914 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Sugar_fan's solution](#)

2722.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[Sugar_fan's solution](#)

2723.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sugar_fan's solution](#)

2724.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Sugar_fan's solution](#)

2725.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Sugar_fan's solution](#)

2726.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Sugar_fan's solution](#)

2727.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Sugar_fan's solution](#)

2728.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

2729.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Sugar_fan's solution](#)**2730.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Sugar_fan's solution](#)**2731.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Sugar_fan's solution](#)**2732.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2020-07-30 · last AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Sugar_fan's solution](#)**2733.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Sugar_fan's solution](#)**2734.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Sugar_fan's solution](#)**2735.**

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Sugar_fan's solution](#)**2736.**

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Sugar_fan's solution](#)**2737.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games

[Sugar_fan's solution](#)**2738.**

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft

[Sugar_fan's solution](#)

2739.

1211G

[King's Path](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, math, trees

[Sugar_fan's solution](#)

2740.

1195F

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

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings

[Sugar_fan's solution](#)

2741.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Sugar_fan's solution](#)

2742.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Sugar_fan's solution](#)

2743.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Sugar_fan's solution](#)

2744.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Sugar_fan's solution](#)

2745.

438C

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

Rating: 2500 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Sugar_fan's solution](#)

2746.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Sugar_fan's solution](#)

2747.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · Rust 2024 (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Sugar_fan's solution](#)

2748.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · Rust 2024 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Sugar_fan's solution](#)

2749.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Sugar_fan's solution](#)

2750.

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · Rust 2024 (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Sugar_fan's solution](#)

2751.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Sugar_fan's solution](#)

2752.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Sugar_fan's solution](#)

2753.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[Sugar_fan's solution](#)

2754.

2122E

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

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: combinatorics, dp, greedy, math

[Sugar_fan's solution](#)

2755.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Sugar_fan's solution](#)

2756.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Sugar_fan's solution](#)

2757.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Sugar_fan's solution](#)

2758.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Sugar_fan's solution](#)

2759.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[Sugar_fan's solution](#)

2760.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Sugar_fan's solution](#)

2761.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Sugar_fan's solution](#)

2762.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Sugar_fan's solution](#)

2763.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Sugar_fan's solution](#)

2764.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Sugar_fan's solution](#)

2765.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Sugar_fan's solution](#)

2766.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Sugar_fan's solution](#)

2767.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Sugar_fan's solution](#)

2768.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Sugar_fan's solution](#)

2769.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Sugar_fan's solution](#)

2770.

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Sugar_fan's solution](#)

2771.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

2772.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[Sugar_fan's solution](#)

2773.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Sugar_fan's solution](#)

2774.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Sugar_fan's solution](#)

2775.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Sugar_fan's solution](#)

2776.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[Sugar_fan's solution](#)

2777.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Sugar_fan's solution](#)

2778.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Sugar_fan's solution](#)

2779.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Sugar_fan's solution](#)

2780.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Sugar_fan's solution](#)

2781.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Sugar_fan's solution](#)

2782.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[Sugar_fan's solution](#)

2783.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sugar_fan's solution](#)

2784.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[Sugar_fan's solution](#)

2785.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Sugar_fan's solution](#)

2786.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Sugar_fan's solution](#)

2787.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2788.

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Sugar_fan's solution](#)

2789.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2790.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Sugar_fan's solution](#)

2791.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Sugar_fan's solution](#)

2792.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Sugar_fan's solution](#)

2793.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sugar_fan's solution](#)

2794.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Sugar_fan's solution](#)

2795.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Sugar_fan's solution](#)

2796.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Sugar_fan's solution](#)

2797.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Sugar_fan's solution](#)

2798.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Sugar_fan's solution](#)

2799.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Sugar_fan's solution](#)

2800.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Sugar_fan's solution](#)

2801.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Sugar_fan's solution](#)

2802.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[Sugar_fan's solution](#)

2803.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Sugar_fan's solution](#)

2804.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Sugar_fan's solution](#)

2805.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Sugar_fan's solution](#)

2806.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Sugar_fan's solution](#)

2807.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Sugar_fan's solution](#)

2808.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, number theory
[Sugar_fan's solution](#)

2809.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[Sugar_fan's solution](#)

2810.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[Sugar_fan's solution](#)

2811.

1431H

[Rogue-like Game](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 2600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, brute force, greedy, two pointers
[Sugar_fan's solution](#)

2812.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[Sugar_fan's solution](#)

2813.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp
[Sugar_fan's solution](#)

2814.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory
[Sugar_fan's solution](#)

2815.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory
[Sugar_fan's solution](#)

2816.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search
[Sugar_fan's solution](#)

2817.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[Sugar_fan's solution](#)

2818.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Sugar_fan's solution](#)

2819.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Sugar_fan's solution](#)

2820.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sugar_fan's solution](#)

2821.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Sugar_fan's solution](#)

2822.

1063D

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

Quality: 472 global accepts · Rating: 2600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

2823.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Sugar_fan's solution](#)

2824.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Sugar_fan's solution](#)

2825.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 2600 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Sugar_fan's solution](#)

2826.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Sugar_fan's solution](#)

2827.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Sugar_fan's solution](#)

2828.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[Sugar_fan's solution](#)

2829.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · last AC: 2025-11-14 · Rust 2024 (first AC) · Tags: combinatorics, dp, fft, math
[Sugar_fan's solution](#)

2830.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · Rust 2024 (first AC) · Tags: bitmasks, combinatorics, communication, interactive
[Sugar_fan's solution](#)

2831.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings
[Sugar_fan's solution](#)

2832.

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dfs and similar, dsu, graphs
[Sugar_fan's solution](#)

2833.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[Sugar_fan's solution](#)

2834.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[Sugar_fan's solution](#)

2835.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[Sugar_fan's solution](#)

2836.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[Sugar_fan's solution](#)

2837.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths
[Sugar_fan's solution](#)

2838.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Sugar fan's solution](#)

2839.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Sugar fan's solution](#)

2840.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Sugar fan's solution](#)

2841.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Sugar fan's solution](#)

2842.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sugar fan's solution](#)

2843.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Sugar fan's solution](#)

2844.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Sugar fan's solution](#)

2845.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sugar fan's solution](#)

2846.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Sugar fan's solution](#)

2847.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Sugar fan's solution](#)

2848.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Sugar_fan's solution](#)

2849.

109E

[Lucky Interval](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

2850.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing

[Sugar_fan's solution](#)

2851.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[Sugar_fan's solution](#)

2852.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, number theory

[Sugar_fan's solution](#)

2853.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Sugar_fan's solution](#)

2854.

985G

[Team Players](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Sugar_fan's solution](#)

2855.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Sugar_fan's solution](#)

2856.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[Sugar_fan's solution](#)

2857.

1910G

[Pool Records](#) · [Tutorial](#)

Quality: 73 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Sugar_fan's solution](#)

2858.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, sortings

[Sugar_fan's solution](#)

2859.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Sugar_fan's solution](#)

2860.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Sugar_fan's solution](#)

2861.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Sugar_fan's solution](#)

2862.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Sugar_fan's solution](#)

2863.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Sugar_fan's solution](#)

2864.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Sugar_fan's solution](#)

2865.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Sugar_fan's solution](#)

2866.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[Sugar_fan's solution](#)

2867.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, graphs

[Sugar_fan's solution](#)

2868.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Sugar_fan's solution](#)

2869.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[Sugar_fan's solution](#)

2870.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Sugar_fan's solution](#)

2871.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sugar_fan's solution](#)

2872.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Sugar_fan's solution](#)

2873.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Sugar_fan's solution](#)

2874.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Sugar_fan's solution](#)

2875.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Sugar_fan's solution](#)

2876.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Sugar_fan's solution](#)

2877.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Sugar_fan's solution](#)

2878.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Sugar_fan's solution](#)

2879.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Sugar_fan's solution](#)

2880.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Sugar_fan's solution](#)

2881.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Sugar_fan's solution](#)

2882.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Sugar_fan's solution](#)

2883.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Sugar_fan's solution](#)

2884.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[Sugar_fan's solution](#)

2885.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Sugar_fan's solution](#)

2886.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Sugar_fan's solution](#)

2887.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: flows, shortest paths

[Sugar_fan's solution](#)

2888.

2217H

[Closer](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Sugar_fan's solution](#)

2889.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · Rust 2024 (first AC) · Tags: combinatorics, data structures, dfs and similar,

dp, trees

[Sugar_fan's solution](#)

2890.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · Rust 2024 (first AC) · Tags: combinatorics, dp, probabilities

[Sugar_fan's solution](#)

2891.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · Rust 2024 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Sugar_fan's solution](#)

2892.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: combinatorics, data structures, greedy

[Sugar_fan's solution](#)

2893.

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, data structures, geometry, sortings

[Sugar_fan's solution](#)

2894.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Sugar_fan's solution](#)

2895.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-08 · Rust 2021 (first AC) · Tags: combinatorics, dp

[Sugar_fan's solution](#)

2896.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · Rust 2021 (first AC) · Tags: graphs, greedy, shortest paths

[Sugar_fan's solution](#)

2897.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Sugar_fan's solution](#)

2898.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Sugar_fan's solution](#)

2899.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Sugar_fan's solution](#)

2900.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Sugar_fan's solution](#)

2901.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Sugar_fan's solution](#)

2902.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Sugar_fan's solution](#)

2903.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Sugar_fan's solution](#)

2904.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2905.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[Sugar_fan's solution](#)

2906.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

2907.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Sugar_fan's solution](#)

2908.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Sugar_fan's solution](#)

2909.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Sugar_fan's solution](#)

2910.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Sugar_fan's solution](#)

2911.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Sugar_fan's solution](#)

2912.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Sugar_fan's solution](#)

2913.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Sugar_fan's solution](#)

2914.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Sugar_fan's solution](#)

2915.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Sugar_fan's solution](#)

2916.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Sugar_fan's solution](#)

2917.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Sugar_fan's solution](#)

2918.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Sugar_fan's solution](#)

2919.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees

[Sugar_fan's solution](#)

2920.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide

and conquer, dp, greedy

[Sugar fan's solution](#)

2921.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Sugar fan's solution](#)

2922.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Sugar fan's solution](#)

2923.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, data structures

[Sugar fan's solution](#)

2924.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Sugar fan's solution](#)

2925.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-11-30 · last AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Sugar fan's solution](#)

2926.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Sugar fan's solution](#)

2927.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Sugar fan's solution](#)

2928.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Sugar fan's solution](#)

2929.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Sugar fan's solution](#)

2930.

717I

[Cowboy Beblop at his computer](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2800 · first AC: 2019-08-17 · last AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Sugar fan's solution](#)

2931.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Sugar_fan's solution](#)

2932.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Sugar_fan's solution](#)

2933.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Sugar_fan's solution](#)

2934.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Sugar_fan's solution](#)

2935.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Sugar_fan's solution](#)

2936.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Sugar_fan's solution](#)

2937.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Sugar_fan's solution](#)

2938.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[Sugar_fan's solution](#)

2939.

1910J

[Two Colors](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 2900 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special

[Sugar_fan's solution](#)

2940.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[Sugar_fan's solution](#)

2941.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Sugar_fan's solution](#)

2942.

1571H

[Laser Beams](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: 2900 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, geometry, probabilities

[Sugar_fan's solution](#)

2943.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[Sugar_fan's solution](#)

2944.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Sugar_fan's solution](#)

2945.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Sugar_fan's solution](#)

2946.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[Sugar_fan's solution](#)

2947.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Sugar_fan's solution](#)

2948.

1218H

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

Quality: 157 global accepts · Rating: 2900 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Sugar_fan's solution](#)

2949.

2199I

[Strange Process](#) · [Tutorial](#)

Quality: 34 global accepts · Rating: 3000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[Sugar_fan's solution](#)

2950.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[Sugar_fan's solution](#)

2951.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Sugar_fan's solution](#)

2952.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3000 · first AC: 2025-10-30 · Rust 2024 (first AC) · Tags: combinatorics, graphs, trees

[Sugar_fan's solution](#)

2953.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: data structures, greedy, trees

[Sugar_fan's solution](#)

2954.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · Rust 2021 (first AC) · Tags: data structures, graphs, sortings

[Sugar_fan's solution](#)

2955.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · Rust 2021 (first AC) · Tags: binary search, divide and conquer, dp

[Sugar_fan's solution](#)

2956.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Sugar_fan's solution](#)

2957.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[Sugar_fan's solution](#)

2958.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Sugar_fan's solution](#)

2959.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

2960.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[Sugar_fan's solution](#)

2961.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Sugar_fan's solution](#)

2962.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[Sugar_fan's solution](#)

2963.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[Sugar_fan's solution](#)

2964.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Sugar_fan's solution](#)

2965.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Sugar_fan's solution](#)

2966.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[Sugar_fan's solution](#)

2967.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Sugar_fan's solution](#)

2968.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Sugar_fan's solution](#)

2969.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Sugar_fan's solution](#)

2970.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Sugar_fan's solution](#)

2971.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, fft, number theory
[Sugar_fan's solution](#)

2972.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, math
[Sugar_fan's solution](#)

2973.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar
[Sugar_fan's solution](#)

2974.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices
[Sugar_fan's solution](#)

2975.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[Sugar_fan's solution](#)

2976.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[Sugar_fan's solution](#)

2977.

57E

[Chess](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 3000 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, shortest paths
[Sugar_fan's solution](#)

2978.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[Sugar_fan's solution](#)

2979.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[Sugar_fan's solution](#)

2980.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[Sugar_fan's solution](#)

2981.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[Sugar fan's solution](#)

2982.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[Sugar fan's solution](#)

2983.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Sugar fan's solution](#)

2984.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Sugar fan's solution](#)

2985.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Sugar fan's solution](#)

2986.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Sugar fan's solution](#)

2987.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Sugar fan's solution](#)

2988.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[Sugar fan's solution](#)

2989.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, trees

[Sugar fan's solution](#)

2990.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Sugar fan's solution](#)

2991.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Sugar fan's solution](#)

2992.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2020-12-08 · last AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Sugar_fan's solution](#)

2993.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Sugar_fan's solution](#)

2994.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[Sugar_fan's solution](#)

2995.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Sugar_fan's solution](#)

2996.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sugar_fan's solution](#)

2997.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Sugar_fan's solution](#)

2998.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[Sugar_fan's solution](#)

2999.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Sugar_fan's solution](#)

3000.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Sugar_fan's solution](#)

3001.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[Sugar fan's solution](#)

3002.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Sugar fan's solution](#)

3003.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Sugar fan's solution](#)

3004.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Sugar fan's solution](#)

3005.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Sugar fan's solution](#)

3006.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Sugar fan's solution](#)

3007.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Sugar fan's solution](#)

3008.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Sugar fan's solution](#)

3009.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-03 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Sugar fan's solution](#)

3010.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sugar fan's solution](#)

3011.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Sugar fan's solution](#)

3012.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy
[Sugar_fan's solution](#)

3013.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[Sugar_fan's solution](#)

3014.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Sugar_fan's solution](#)

3015.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees
[Sugar_fan's solution](#)

3016.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[Sugar_fan's solution](#)

3017.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[Sugar_fan's solution](#)

3018.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · Rust 2024 (first AC) · Tags: combinatorics, dp, matrices, probabilities
[Sugar_fan's solution](#)

3019.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: graphs, greedy, shortest paths
[Sugar_fan's solution](#)

3020.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-09 · Rust 2021 (first AC) · Tags: binary search, data structures
[Sugar_fan's solution](#)

3021.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
[Sugar_fan's solution](#)

3022.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Sugar_fan's solution](#)

3023.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Sugar_fan's solution](#)

3024.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Sugar_fan's solution](#)

3025.

1571I

[Physical Examination](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3200 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[Sugar_fan's solution](#)

3026.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Sugar_fan's solution](#)

3027.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Sugar_fan's solution](#)

3028.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Sugar_fan's solution](#)

3029.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[Sugar_fan's solution](#)

3030.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2019-04-30 · last AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sugar_fan's solution](#)

3031.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-21 · Rust 2021 (first AC) · Tags: combinatorics, fft, math, trees

[Sugar_fan's solution](#)

3032.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Sugar_fan's solution](#)

3033.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Sugar_fan's solution](#)

3034.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Sugar_fan's solution](#)

3035.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[Sugar_fan's solution](#)

3036.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[Sugar_fan's solution](#)

3037.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2019-05-07 · last AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Sugar_fan's solution](#)

3038.

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-09 · Rust 2021 (first AC) · Tags: dp, math, trees

[Sugar_fan's solution](#)

3039.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[Sugar_fan's solution](#)

3040.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Sugar_fan's solution](#)

3041.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Sugar_fan's solution](#)

3042.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Sugar_fan's solution](#)

3043.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2020-02-22 · last AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[Sugar_fan's solution](#)

3044.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[Sugar_fan's solution](#)

3045.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sugar_fan's solution](#)

3046.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2020-02-19 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[Sugar_fan's solution](#)

3047.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2020-02-18 · last AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sugar_fan's solution](#)

3048.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2019-08-26 · last AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sugar_fan's solution](#)

3049.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings, trees

[Sugar_fan's solution](#)

3050.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Sugar_fan's solution](#)

3051.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[Sugar_fan's solution](#)

3052.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,439 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[Sugar_fan's solution](#)

3053.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,171 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Sugar_fan's solution](#)

3054.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,915 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Sugar_fan's solution](#)

3055.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

3056.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Sugar_fan's solution](#)

3057.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sugar_fan's solution](#)

3058.

2222D

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

Quality: 3,170 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Sugar_fan's solution](#)

3059.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Sugar_fan's solution](#)

3060.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,256 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Sugar_fan's solution](#)

3061.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Sugar_fan's solution](#)

3062.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Sugar_fan's solution](#)

3063.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[Sugar_fan's solution](#)

3064.

2225D

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

Quality: 6,593 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[Sugar_fan's solution](#)

3065.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,296 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Sugar_fan's solution](#)

3066.

2225B

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

Quality: 14,097 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Sugar_fan's solution](#)

3067.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,627 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Sugar_fan's solution](#)

3068.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Sugar_fan's solution](#)

3069.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Sugar_fan's solution](#)

3070.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,201 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sugar_fan's solution](#)

3071.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Sugar_fan's solution](#)

3072.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,972 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Sugar_fan's solution](#)

3073.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,267 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[Sugar_fan's solution](#)

3074.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive
[Sugar_fan's solution](#)

3075.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,559 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[Sugar_fan's solution](#)

3076.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,128 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation
[Sugar_fan's solution](#)

3077.

2087H

[Nim with Special Numbers](#) · [Tutorial](#)

Quality: 28 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special
[Sugar_fan's solution](#)

3078.

2087F

[Weapon Upgrade](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp
[Sugar_fan's solution](#)

3079.

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[Sugar_fan's solution](#)

3080.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp
[Sugar_fan's solution](#)

3081.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive
[Sugar_fan's solution](#)

3082.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[Sugar_fan's solution](#)

3083.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Sugar fan's solution](#)

3084.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Sugar fan's solution](#)

3085.

2095G

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

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

[Sugar fan's solution](#)

3086.

2095A

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

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[Sugar fan's solution](#)

3087.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, data structures, greedy

[Sugar fan's solution](#)

3088.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, greedy, strings

[Sugar fan's solution](#)

3089.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Sugar fan's solution](#)

3090.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Sugar fan's solution](#)

3091.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Sugar fan's solution](#)

3092.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Sugar fan's solution](#)

3093.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Sugar fan's solution](#)

3094.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3095.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3096.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3097.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3098.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3099.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3100.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3101.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3102.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3103.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3104.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3105.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3106.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3107.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3108.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3109.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3110.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3111.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · PyPy 3-64 (first AC) · Tags: —

[Sugar_fan's solution](#)

3112.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3113.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3114.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3115.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3116.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3117.

104633E

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

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3118.

104633B

[The Cost of Speed Limits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3119.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3120.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3121.

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3122.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3123.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3124.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3125.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3126.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3127.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3128.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3129.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3130.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3131.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, two pointers

[Sugar_fan's solution](#)

3132.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[Sugar_fan's solution](#)

3133.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3134.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3135.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3136.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3137.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3138.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3139.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3140.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3141.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3142.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3143.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3144.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3145.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3146.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3147.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3148.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3149.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3150.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3151.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3152.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3153.

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3154.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3155.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3156.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3157.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3158.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3159.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3160.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3161.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3162.

1911H

[Two Merged Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Sugar_fan's solution](#)

3163.

1911G

[Median String](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, strings

[Sugar_fan's solution](#)

3164.

1911F

[Boxers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Sugar_fan's solution](#)

3165.

1911E

[Powers Of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, bitmasks, greedy

[Sugar_fan's solution](#)

3166.

1911D

[Two Shuffled Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special

[Sugar_fan's solution](#)

3167.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, sortings

[Sugar_fan's solution](#)

3168.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

3169.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

3170.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3171.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3172.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3173.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3174.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3175.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3176.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3177.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3178.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3179.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3180.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3181.

104772D

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3182.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3183.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3184.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3185.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3186.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3187.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3188.

104064G

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

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3189.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3190.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3191.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3192.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3193.

104639H

[Range Periodicity Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3194.

104639E

[Magical Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3195.

104639F

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3196.

104639K

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

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3197.

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3198.

104639J

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

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3199.

104639I

[Pa?sWoRd](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3200.

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3201.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3202.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3203.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3204.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3205.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3206.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3207.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3208.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3209.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3210.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3211.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3212.

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3213.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3214.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3215.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3216.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3217.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3218.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3219.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3220.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3221.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3222.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3223.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3224.

102511B

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

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3225.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3226.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3227.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3228.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3229.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3230.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3231.

101471A

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3232.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3233.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3234.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3235.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3236.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3237.

104570D

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

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3238.

104570C

[Super Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3239.

104570B

[Two Arrays Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3240.

104570A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3241.

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3242.

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3243.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3244.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3245.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3246.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3247.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3248.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3249.

104542F

[Interesting String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3250.

104542E

[Interesting Alternating Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3251.

104542D

[Interesting Snake Queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3252.

104542C

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

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3253.

104542B

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

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3254.

104542A

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

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3255.

104502G

[Revolving Sushi](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3256.

104502F

[Hacked!](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3257.

104502E

[Binary Function](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3258.

104502D

[RPS Club Activity](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3259.

104502C

[Legendary Drop](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3260.

104502B

[Magical Deletion](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3261.

104502A

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

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

[Sugar_fan's solution](#)

3262.

104471G

[Angel's Salad](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3263.

104471F

[Happy Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3264.

104471E

[The Boss Arena](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3265.

104471D

[Array Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3266.

104471C

[Extended Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3267.

104471B

[2-set Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3268.

104471A

[Tuples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3269.

104455F

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3270.

104455E

[Max Mobius Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3271.

104455D

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

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3272.

104455C

[Count Triples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3273.

104455B

[K Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3274.

104455A

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3275.

104443H

[Random Generator](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

3276.

104443C

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

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

[Sugar fan's solution](#)

3277.

104443G

[Qpert pg yep](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

3278.

104443B

[Smaller than 100](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

3279.

104443D

[Missing Characters](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

3280.

104443A

[TheForces](#) · [Tutorial](#)

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

[Sugar fan's solution](#)

3281.

104432E

[Army Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3282.

104432D

[Max Co Matches](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3283.

104432C

[Odd Subbarray](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3284.

104432B

[Letters Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3285.

104432A

[Easy Peasy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3286.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3287.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3288.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3289.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3290.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3291.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3292.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3293.

104420E

[Grid Walking+](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3294.

104420D

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

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

[Sugar_fan's solution](#)

3295.

104420C

[Get the Long Binary Number](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3296.

104420B

[Mex Path](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3297.

104420A

[Infinite Grid](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3298.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3299.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3300.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3301.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3302.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3303.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3304.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3305.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3306.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3307.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3308.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3309.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3310.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3311.

101175G

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3312.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3313.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3314.

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3315.

101175C

[Ancient Messages](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3316.

101175B

[Affine Mess](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3317.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3318.

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3319.

104354E

[we finish](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3320.

104354C

[Toxel N Tugripu b Vh](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3321.

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3322.

104354A

[AsminB'SW](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3323.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3324.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3325.

104008J

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

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3326.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3327.

104008C

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

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3328.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3329.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3330.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3331.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3332.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3333.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3334.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3335.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3336.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3337.

103729J

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

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3338.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3339.

103729B

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

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3340.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3341.

103743L

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

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3342.

103743H

[Super Gray Pony](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3343.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3344.

103743K

[aaaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3345.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3346.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3347.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3348.

103535I

[Smzzl with Safe Zone](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3349.

103535K

[Yiwen with Formula](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3350.

103535F

[Link with Grenade](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3351.

103535H

[Smzzl with Greedy Snake](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3352.

103535D

[Link with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3353.

103535E

[Link with EQ](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3354.

103535L

[Yiwen with Sqc](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3355.

103535G

[Link with Limit](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3356.

103535C

[Fall with Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3357.

103535J

[Smzzl with Tropical Taste](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3358.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Sugar_fan's solution](#)

3359.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Sugar_fan's solution](#)

3360.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Sugar_fan's solution](#)

3361.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Sugar_fan's solution](#)

3362.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Sugar_fan's solution](#)

3363.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Sugar_fan's solution](#)

3364.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[Sugar_fan's solution](#)

3365.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Sugar_fan's solution](#)

3366.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sugar_fan's solution](#)

3367.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Sugar_fan's solution](#)

3368.

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3369.

103627L

[Curly Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3370.

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3371.

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3372.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3373.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3374.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3375.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3376.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3377.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3378.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3379.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3380.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3381.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3382.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, strings

[Sugar_fan's solution](#)

3383.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

3384.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[Sugar_fan's solution](#)

3385.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[Sugar_fan's solution](#)

3386.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[Sugar_fan's solution](#)

3387.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[Sugar_fan's solution](#)

3388.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[Sugar_fan's solution](#)

3389.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3390.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3391.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3392.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3393.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3394.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3395.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3396.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3397.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3398.

103438A

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

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3399.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3400.

103495E

[Stone Ocean](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3401.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3402.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3403.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3404.

103495H

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

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3405.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3406.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3407.

103495C

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

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3408.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3409.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3410.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3411.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3412.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3413.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3414.

103443D

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

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3415.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3416.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3417.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3418.

103446F

[Kaiji!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3419.

103446L

[Three,Three,Three](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3420.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3421.

103446B

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

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3422.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3423.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3424.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3425.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3426.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3427.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3428.

103446D

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

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3429.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3430.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3431.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3432.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3433.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3434.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3435.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3436.

103447B

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

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3437.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3438.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3439.

103414L

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

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3440.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3441.

103414F

[Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3442.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3443.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3444.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3445.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3446.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3447.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3448.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3449.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3450.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3451.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3452.

103427C

[Cards of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3453.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3454.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3455.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3456.

103427L

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

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3457.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3458.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3459.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3460.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3461.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3462.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3463.

101206C

[Mr. Panda and Survey](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3464.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · last AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3465.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3466.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3467.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3468.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3469.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3470.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3471.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3472.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3473.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3474.

103401I

[Broken routers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3475.

103401J

[League schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3476.

103401K

[Simple Math](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3477.

103401G

[Environmental friendly](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3478.

103401C

[Easy Nim](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3479.

103401E

[Power tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3480.

103401H

[Observe](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3481.

103401M

[Debug it!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3482.

103401L

[Carrot Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3483.

103401F

[lzd is a scout](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3484.

103401B

[SVM](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3485.

103098D

[Display of Springs](#) · [Tutorial](#)

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

[Sugar_fan's solution](#)

3486.

103098F

[Friendship Circles](#) · [Tutorial](#)

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

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3487.

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3488.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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3489.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3490.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3491.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3492.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3493.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3494.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3495.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3496.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3497.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3498.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3499.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3500.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3501.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3502.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3503.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3504.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3505.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3506.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3507.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3508.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3509.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3510.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3511.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3512.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3513.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3514.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3515.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3516.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3517.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3518.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3519.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3520.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3521.

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3522.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3523.

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3524.

103366D

[Character Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3525.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · PyPy 3-64 (first AC) · Tags: —

[Sugar_fan's solution](#)

3526.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3527.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3528.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3529.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3530.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3531.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3532.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3533.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3534.

103329D

[Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3535.

103329G

[Power Station of Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3536.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3537.

103329C

[0 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3538.

103329B

[Might and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3539.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3540.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special

[Sugar_fan's solution](#)

3541.

102979L

[Lights On The Road](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3542.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3543.

102979E

[Expected Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3544.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3545.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3546.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3547.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3548.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3549.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3550.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3551.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3552.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3553.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3554.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3555.

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3556.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3557.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3558.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3559.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3560.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3561.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3562.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3563.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3564.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3565.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3566.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · Python 3 (first AC) · Tags: —

[Sugar fan's solution](#)

3567.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3568.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3569.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3570.

103261D

[FFT Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3571.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3572.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · Python 3 (first AC) · Tags: —

[Sugar_fan's solution](#)

3573.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3574.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3575.

103118A

[Beta Go](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3576.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3577.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3578.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3579.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3580.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3581.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3582.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3583.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3584.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3585.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3586.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3587.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3588.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3589.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3590.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3591.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3592.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3593.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3594.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3595.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3596.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3597.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3598.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3599.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3600.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3601.

1533G

[Biome Map](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs

[Sugar_fan's solution](#)

3602.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[Sugar_fan's solution](#)

3603.

1533F

[Binary String Partition](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Sugar_fan's solution](#)

3604.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[Sugar_fan's solution](#)

3605.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Sugar_fan's solution](#)

3606.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

3607.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[Sugar_fan's solution](#)

3608.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-24 · Kotlin 1.4 (first AC) · Tags: *special

[Sugar_fan's solution](#)

3609.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-24 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Sugar_fan's solution](#)

3610.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-24 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

3611.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-24 · Kotlin 1.4 (first AC) · Tags: *special, math

[Sugar fan's solution](#)

3612.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-24 · Kotlin 1.4 (first AC) · Tags: *special

[Sugar fan's solution](#)

3613.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3614.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3615.

103102I

[Modulo Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3616.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3617.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3618.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3619.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3620.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3621.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3622.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3623.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3624.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3625.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3626.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3627.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3628.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3629.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3630.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3631.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3632.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3633.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3634.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3635.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3636.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3637.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3638.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3639.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3640.

102994I

[A Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3641.

102994B

[Gifted Composer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3642.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3643.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3644.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3645.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3646.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3647.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3648.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3649.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3650.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3651.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3652.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3653.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3654.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3655.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3656.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3657.

1489G

[Make It Connected](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[Sugar fan's solution](#)

3658.

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar fan's solution](#)

3659.

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar fan's solution](#)

3660.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Sugar fan's solution](#)

3661.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Sugar fan's solution](#)

3662.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, math

[Sugar fan's solution](#)

3663.

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar fan's solution](#)

3664.

100307E

[Easy Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3665.

100496G

[Genome Research](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3666.

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3667.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3668.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3669.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3670.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3671.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3672.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3673.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3674.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3675.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3676.

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3677.

100520E

[Elegant Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3678.

100520C

[Catalian Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3679.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3680.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3681.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3682.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3683.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3684.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3685.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3686.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3687.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3688.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3689.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3690.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3691.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3692.

100956C

[Fraction Factory](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3693.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3694.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3695.

100956K

[Two Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3696.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3697.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3698.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3699.

100886K

[Toll Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3700.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3701.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3702.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3703.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3704.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3705.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3706.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3707.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3708.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3709.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3710.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3711.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3712.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3713.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3714.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3715.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3716.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3717.

101623K

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3718.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3719.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3720.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3721.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3722.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3723.

1432F

[Platforms Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[Sugar fan's solution](#)

3724.

1432E

[Binary String Minimizing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Sugar fan's solution](#)

3725.

1432D

[Construct the String](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[Sugar fan's solution](#)

3726.

1432C

[Equalize Prices Again](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, math

[Sugar fan's solution](#)

3727.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, math

[Sugar fan's solution](#)

3728.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[Sugar fan's solution](#)

3729.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3730.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3731.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar fan's solution](#)

3732.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3733.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3734.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3735.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3736.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3737.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3738.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3739.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3740.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3741.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3742.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3743.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3744.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3745.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3746.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3747.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3748.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3749.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3750.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3751.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3752.

100554E

[Excavator Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3753.

100554F

[Fiber-optic Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3754.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3755.

100554H

[Hierarchical Notation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3756.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3757.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3758.

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3759.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3760.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3761.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3762.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3763.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3764.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3765.

100524A

[Astronomy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sugar_fan's solution](#)

3766.

1297G

[M-numbers](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dp, math

[Sugar_fan's solution](#)

3767.

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, implementation, sortings

[Sugar_fan's solution](#)

3768.

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees

[Sugar_fan's solution](#)

3769.

1297D

[Bonus Distribution](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, sortings

[Sugar_fan's solution](#)

3770.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Sugar_fan's solution](#)

3771.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings

[Sugar_fan's solution](#)

3772.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

3773.

1298F1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Sugar_fan's solution](#)

3774.

1298F2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Sugar_fan's solution](#)

3775.

1298E

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Sugar_fan's solution](#)

3776.

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, math

[Sugar fan's solution](#)

3777.

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Sugar fan's solution](#)

3778.

1298B

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar fan's solution](#)

3779.

1298A

[Restoring Three Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: *special, math

[Sugar fan's solution](#)

3780.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Sugar fan's solution](#)

3781.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3782.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3783.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3784.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3785.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3786.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3787.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3788.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3789.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3790.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3791.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3792.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3793.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3794.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3795.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3796.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3797.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3798.

102436C

[Painting Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3799.

102436B

[Trie Minimization](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3800.

102436A

[Cool Water](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3801.

102409D

[Lottery Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3802.

102409J

[Best division](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3803.

102409H

[Maximizing Coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3804.

102409G

[Ironical Solution 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3805.

102409E

[Googles wants to maximize](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3806.

102409I

[Thanos's snap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3807.

102409F

[Ironical Solution 1](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3808.

102409C

[Xor in Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3809.

102409B

[Xor Sums](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3810.

102409A

[Easy Math](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · Python 3 (first AC) · Tags: —

[Sugar_fan's solution](#)

3811.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3812.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3813.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3814.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3815.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3816.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3817.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3818.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3819.

101397A

[Small Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3820.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3821.

102348F

[The Number of Products](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3822.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3823.

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3824.

102040I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3825.

102040B

[Counting Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3826.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3827.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3828.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3829.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3830.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3831.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: — · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Sugar_fan's solution](#)

3832.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3833.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3834.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3835.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3836.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3837.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3838.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3839.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3840.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, trees

[Sugar_fan's solution](#)

3841.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[Sugar_fan's solution](#)

3842.

102202A

[Rainbow Beads](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3843.

102254H

[High Hopes](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3844.

102254G

[Grade Concept](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3845.

102254F

[Friendship Matters](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3846.

102254E

[Essay Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3847.

102254D

[Donimo's](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3848.

102254C

[Coach](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3849.

102254B

[Building Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3850.

102254A

[Arnon-Degree of Separation](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3851.

1021575

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · PyPy 3 (first AC) · Tags: —

[Sugar fan's solution](#)

3852.

1021576

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · PyPy 3 (first AC) · Tags: —

[Sugar fan's solution](#)

3853.

1021574

[North East South West](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · PyPy 3 (first AC) · Tags: —

[Sugar_fan's solution](#)

3854.

1021571

[Nuclear Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · PyPy 3 (first AC) · Tags: —

[Sugar_fan's solution](#)

3855.

1170G

[Graph Decomposition](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[Sugar_fan's solution](#)

3856.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Sugar_fan's solution](#)

3857.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search

[Sugar_fan's solution](#)

3858.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Sugar_fan's solution](#)

3859.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

[Sugar_fan's solution](#)

3860.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

3861.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[Sugar_fan's solution](#)

3862.

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3863.

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3864.

101652O

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3865.

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3866.

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3867.

101652X

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3868.

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3869.

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3870.

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3871.

102134D

[Viktoria and resentments](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3872.

102134E

[Kth subtree](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3873.

102134C

[Maya's message](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3874.

102134G

[Many dimensional dice](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3875.

102134B

[Traveling Salesman Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3876.

102134H

[3XOR](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3877.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3878.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3879.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3880.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3881.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3882.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3883.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3884.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3885.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3886.

102152A

[On the Road to Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3887.

102152D

[XOR Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3888.

102152B

[Memory Management System](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3889.

102152L

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3890.

102152K

[Subarrays OR](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3891.

102152J

[Grid Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3892.

102152C

[Large GCD](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3893.

102152I

[Array Negations](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3894.

102152E

[Building Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3895.

102152H

[The Universal String](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3896.

102152G

[The Special King](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3897.

102152F

[camelCase](#); · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3898.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

3899.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Sugar_fan's solution](#)

3900.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3901.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3902.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3903.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3904.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3905.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3906.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3907.

102062I

[Freddie's Time Dimension\(s\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3908.

102062H

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3909.

102062G

[Ainum's Delusion](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3910.

102062F

[Special Birthday Card](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3911.

102062E

[Jumpy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3912.

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3913.

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3914.

102062D

[Palindrome and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3915.

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3916.

101470B

[Circle of digits](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3917.

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3918.

101470C

[UFO](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3919.

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3920.

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3921.

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3922.

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3923.

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3924.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3925.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3926.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3927.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3928.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3929.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3930.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3931.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3932.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3933.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3934.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3935.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3936.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3937.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3938.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: —

[Sugar_fan's solution](#)

3939.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3940.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3941.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: —

[Sugar fan's solution](#)

3942.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: —

[Sugar fan's solution](#)

3943.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: —

[Sugar fan's solution](#)

3944.

100431C

[Blind Flibs](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: —

[Sugar fan's solution](#)

3945.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: —

[Sugar fan's solution](#)

3946.

100431H

[Sea Port](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: —

[Sugar fan's solution](#)

3947.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · PyPy 3 (first AC) · Tags: —

[Sugar fan's solution](#)

3948.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3949.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3950.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3951.

100431A

[Achromatic Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar fan's solution](#)

3952.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3953.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3954.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3955.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3956.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · last AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3957.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sugar_fan's solution](#)

3958.

101981A

[Adrien and Austin](#) · [Tutorial](#)

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