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Unique solved — Sulfox

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

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

Filters: none

Count: 2,007

1.

2211A

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

Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Sulfox's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Sulfox's solution](#)

3.

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Sulfox's solution](#)

4.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,440 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Sulfox's solution](#)

5.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Sulfox's solution](#)

6.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Sulfox's solution](#)

7.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Sulfox's solution](#)

8.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Sulfox's solution](#)

9.

2176A

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

Quality: 29,071 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Sulfox's solution](#)

10.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[Sulfox's solution](#)

11.

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[Sulfox's solution](#)

12.

2153A

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

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

13.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Sulfox's solution](#)

14.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Sulfox's solution](#)

15.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[Sulfox's solution](#)

16.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Sulfox's solution](#)

17.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,047 global accepts · Rating: 800 · first AC: 2025-09-14 · Kotlin 2.2 (first AC) · Tags: geometry

[Sulfox's solution](#)

18.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,420 global accepts · Rating: 800 · first AC: 2025-09-14 · Kotlin 2.2 (first AC) · Tags: brute force, hashing, math

[Sulfox's solution](#)

19.

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, implementation

[Sulfox's solution](#)

20.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

21.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Sulfox's solution](#)

22.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[Sulfox's solution](#)

23.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

24.

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

25.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Sulfox's solution](#)

26.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Sulfox's solution](#)

27.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Sulfox's solution](#)

28.

2108A

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

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

[Sulfox's solution](#)

29.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[Sulfox's solution](#)

30.

2103A

[Common Multiple](#) · [Tutorial](#)

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

[Sulfox's solution](#)

31.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[Sulfox's solution](#)

32.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Sulfox's solution](#)

33.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,298 global accepts · Rating: 800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: math
[Sulfox's solution](#)

34.

2071A

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

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Sulfox's solution](#)

35.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[Sulfox's solution](#)

36.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Sulfox's solution](#)

37.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[Sulfox's solution](#)

38.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Sulfox's solution](#)

39.

2048A

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

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

40.

2034A

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

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

41.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[Sulfox's solution](#)

42.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math

[Sulfox's solution](#)

43.

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Sulfox's solution](#)

44.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy

[Sulfox's solution](#)

45.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · last AC: 2024-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Sulfox's solution](#)

46.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-23 · last AC: 2024-09-24 · Kotlin 1.9 (first AC) · Tags: brute force, implementation

[Sulfox's solution](#)

47.

2014B

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

Quality: 33,191 global accepts · Rating: 800 · first AC: 2024-09-23 · Kotlin 1.9 (first AC) · Tags: math

[Sulfox's solution](#)

48.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2024-09-23 · Kotlin 1.9 (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

49.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sulfox's solution](#)

50.

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

[Sulfox's solution](#)

51.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

52.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sulfox's solution](#)

53.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sulfox's solution](#)

54.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

55.

1976A

[Verify Password](#) · [Tutorial](#)

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

[Sulfox's solution](#)

56.

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

[Sulfox's solution](#)

57.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Sulfox's solution](#)

58.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Sulfox's solution](#)

59.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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

[Sulfox's solution](#)

60.

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

[Sulfox's solution](#)

61.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Sulfox's solution](#)

62.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

63.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sulfox's solution](#)

64.

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

[Sulfox's solution](#)

65.

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

[Sulfox's solution](#)

66.

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

67.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-12-08 · PyPy 3-64 (first AC) · Tags: greedy

[Sulfox's solution](#)

68.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sulfox's solution](#)

69.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,756 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sulfox's solution](#)

70.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,030 global accepts · Rating: 800 · first AC: 2023-12-04 · PyPy 3-64 (first AC) · Tags: implementation

[Sulfox's solution](#)

71.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2023-12-04 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

72.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

73.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,625 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Sulfox's solution](#)

74.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,992 global accepts · Rating: 800 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

75.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[Sulfox's solution](#)

76.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Sulfox's solution](#)

77.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,092 global accepts · Rating: 800 · first AC: 2023-11-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Sulfox's solution](#)

78.

1899A

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

Quality: 92,745 global accepts · Rating: 800 · first AC: 2023-11-27 · PyPy 3-64 (first AC) · Tags: games, math, number theory

[Sulfox's solution](#)

79.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sulfox's solution](#)

80.

1786A2

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

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sulfox's solution](#)

81.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Sulfox's solution](#)

82.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,300 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sulfox's solution](#)

83.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Sulfox's solution](#)

84.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Sulfox's solution](#)

85.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-20 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

86.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Sulfox's solution](#)

87.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

88.

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

[Sulfox's solution](#)

89.

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

[Sulfox's solution](#)

90.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Sulfox's solution](#)

91.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sulfox's solution](#)

92.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sulfox's solution](#)

93.

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

[Sulfox's solution](#)

94.

231A

[Team](#) · [Tutorial](#)

Quality: 430,248 global accepts · Rating: 800 · first AC: 2023-08-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Sulfox's solution](#)

95.

71A

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

Quality: 503,243 global accepts · Rating: 800 · first AC: 2023-08-02 · PyPy 3-64 (first AC) · Tags: strings

[Sulfox's solution](#)

96.

1855A

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

Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-07-31 · PyPy 3-64 (first AC) · Tags: greedy, math

[Sulfox's solution](#)

97.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-07-28 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[Sulfox's solution](#)

98.

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

[Sulfox's solution](#)

99.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[Sulfox's solution](#)

100.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Sulfox's solution](#)

101.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Sulfox's solution](#)

102.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

103.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Sulfox's solution](#)

104.

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

[Sulfox's solution](#)

105.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,811 global accepts · Rating: 800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Sulfox's solution](#)

106.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,274 global accepts · Rating: 800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sulfox's solution](#)

107.

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Sulfox's solution](#)

108.

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

[Sulfox's solution](#)

109.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Sulfox's solution](#)

110.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sulfox's solution](#)

111.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Sulfox's solution](#)

112.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Sulfox's solution](#)

113.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Sulfox's solution](#)

114.

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

[Sulfox's solution](#)

115.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Sulfox's solution](#)

116.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,454 global accepts · Rating: 800 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Sulfox's solution](#)

117.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Sulfox's solution](#)

118.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Sulfox's solution](#)

119.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sulfox's solution](#)

120.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Sulfox's solution](#)

121.

1728B

[Best Permutation](#) · [Tutorial](#)

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

[Sulfox's solution](#)

122.

1728A

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

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

[Sulfox's solution](#)

123.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sulfox's solution](#)

124.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

125.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Sulfox's solution](#)

126.

1491A

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

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Sulfox's solution](#)

127.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Sulfox's solution](#)

128.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Sulfox's solution](#)

129.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Sulfox's solution](#)

130.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sulfox's solution](#)

131.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

132.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,910 global accepts · Rating: 800 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Sulfox's solution](#)

133.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Sulfox's solution](#)

134.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Sulfox's solution](#)

135.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[Sulfox's solution](#)

136.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Sulfox's solution](#)

137.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · last AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Sulfox's solution](#)

138.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Sulfox's solution](#)

139.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Sulfox's solution](#)

140.

1180A

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

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Sulfox's solution](#)

141.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

142.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

143.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

144.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

145.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

146.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[Sulfox's solution](#)

147.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

148.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · last AC: 2019-05-09 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Sulfox's solution](#)

149.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

150.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

151.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

152.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-06 · last AC: 2019-02-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Sulfox's solution](#)

153.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

154.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

155.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,703 global accepts · Rating: 800 · first AC: 2019-02-05 · GNU C++11 (first AC) · Tags: greedy, math

[Sulfox's solution](#)

156.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-17 · last AC: 2018-12-17 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

157.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2018-12-12 · last AC: 2018-12-12 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

158.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-11-29 · last AC: 2018-11-29 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

159.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-28 · last AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

160.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2018-11-27 · last AC: 2018-11-27 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

161.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

162.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-23 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Sulfox's solution](#)

163.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,161 global accepts · Rating: 800 · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Sulfox's solution](#)

164.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: brute force

[Sulfox's solution](#)

165.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: greedy, strings

[Sulfox's solution](#)

166.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

167.

1047A

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

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

168.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-17 · last AC: 2018-09-17 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Sulfox's solution](#)

169.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

170.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · last AC: 2018-08-12 · GNU C++11 (first AC) · Tags: implementation
[Sulfox's solution](#)

171.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · last AC: 2018-08-02 · GNU C++11 (first AC) · Tags: implementation
[Sulfox's solution](#)

172.

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-16 · last AC: 2018-07-17 · GNU C++11 (first AC) · Tags: implementation
[Sulfox's solution](#)

173.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,078 global accepts · Rating: 800 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[Sulfox's solution](#)

174.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-15 · last AC: 2018-07-15 · GNU C++11 (first AC) · Tags: implementation
[Sulfox's solution](#)

175.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,494 global accepts · Rating: 800 · first AC: 2018-07-09 · last AC: 2018-07-11 · GNU C++ (first AC) · Tags: implementation
[Sulfox's solution](#)

176.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,426 global accepts · Rating: 800 · first AC: 2018-07-07 · GNU C++ (first AC) · Tags: implementation
[Sulfox's solution](#)

177.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-03 · last AC: 2018-07-04 · GNU C++ (first AC) · Tags: implementation
[Sulfox's solution](#)

178.

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2018-07-03 · last AC: 2018-07-03 · GNU C++ (first AC) · Tags: implementation
[Sulfox's solution](#)

179.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,365 global accepts · Rating: 800 · first AC: 2018-06-26 · GNU C++ (first AC) · Tags: dp, greedy
[Sulfox's solution](#)

180.

992A

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

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · last AC: 2018-06-20 · GNU C++ (first AC) · Tags: implementation, sortings
[Sulfox's solution](#)

181.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-16 · last AC: 2018-06-17 · GNU C++ (first AC) · Tags: implementation

[Sulfox's solution](#)

182.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2018-05-15 · GNU C++ (first AC) · Tags: implementation, math

[Sulfox's solution](#)

183.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Sulfox's solution](#)

184.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-14 · Kotlin 2.2 (first AC) · Tags: greedy, math

[Sulfox's solution](#)

185.

2140B

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

Quality: 22,133 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Sulfox's solution](#)

186.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

187.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sulfox's solution](#)

188.

2048B

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

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

[Sulfox's solution](#)

189.

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[Sulfox's solution](#)

190.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sulfox's solution](#)

191.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

192.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Sulfox's solution](#)

193.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

194.

1860A

[Not a Substring](#) · [Tutorial](#)

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

[Sulfox's solution](#)

195.

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

[Sulfox's solution](#)

196.

1855B

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

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-07-31 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Sulfox's solution](#)

197.

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

[Sulfox's solution](#)

198.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Sulfox's solution](#)

199.

1823B

[Sort with Step](#) · [Tutorial](#)

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

[Sulfox's solution](#)

200.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Sulfox's solution](#)

201.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sulfox's solution](#)

202.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sulfox's solution](#)

203.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Sulfox's solution](#)

204.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Sulfox's solution](#)

205.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sulfox's solution](#)

206.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-09-22 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sulfox's solution](#)

207.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: greedy, math

[Sulfox's solution](#)

208.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

209.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Sulfox's solution](#)

210.

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

211.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: —

[Sulfox's solution](#)

212.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-06-15 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

213.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: greedy, math

[Sulfox's solution](#)

214.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

215.

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2019-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Sulfox's solution](#)

216.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

217.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Sulfox's solution](#)

218.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-12-05 · last AC: 2018-12-05 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Sulfox's solution](#)

219.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[Sulfox's solution](#)

220.

1080B

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

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

221.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: geometry, math

[Sulfox's solution](#)

222.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · last AC: 2018-08-20 · GNU C++11 (first AC) · Tags: implementation, sortings

[Sulfox's solution](#)

223.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · last AC: 2018-08-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Sulfox's solution](#)

224.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: brute force, geometry

[Sulfox's solution](#)

225.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · last AC: 2018-07-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Sulfox's solution](#)

226.

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

227.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · last AC: 2018-07-14 · GNU C++11 (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

228.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,386 global accepts · Rating: 900 · first AC: 2018-07-09 · last AC: 2018-07-11 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Sulfox's solution](#)

229.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · last AC: 2018-07-06 · GNU C++ (first AC) · Tags: implementation

[Sulfox's solution](#)

230.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2018-07-03 · last AC: 2018-07-03 · GNU C++ (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

231.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-06-30 · last AC: 2018-06-30 · GNU C++ (first AC) · Tags: implementation, math

[Sulfox's solution](#)

232.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · last AC: 2018-06-24 · GNU C++ (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

233.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-22 · GNU C++ (first AC) · Tags: implementation

[Sulfox's solution](#)

234.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,341 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[Sulfox's solution](#)

235.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,904 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[Sulfox's solution](#)

236.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Sulfox's solution](#)

237.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Sulfox's solution](#)

238.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

239.

2148D

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

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-09-14 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy, sortings

[Sulfox's solution](#)

240.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Sulfox's solution](#)

241.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Sulfox's solution](#)

242.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

243.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Sulfox's solution](#)

244.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Sulfox's solution](#)

245.

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

[Sulfox's solution](#)

246.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Sulfox's solution](#)

247.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Sulfox's solution](#)

248.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sulfox's solution](#)

249.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Sulfox's solution](#)

250.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Sulfox's solution](#)

251.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Sulfox's solution](#)

252.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

253.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

254.

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sulfox's solution](#)

255.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Sulfox's solution](#)

256.

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

[Sulfox's solution](#)

257.

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

[Sulfox's solution](#)

258.

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

[Sulfox's solution](#)

259.

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

[Sulfox's solution](#)

260.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

261.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,916 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Sulfox's solution](#)

262.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Sulfox's solution](#)

263.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Sulfox's solution](#)

264.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sulfox's solution](#)

265.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Sulfox's solution](#)

266.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

267.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · last AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sulfox's solution](#)

268.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Sulfox's solution](#)

269.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Sulfox's solution](#)

270.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

271.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

272.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

273.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

274.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[Sulfox's solution](#)

275.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: greedy, math

[Sulfox's solution](#)

276.

1155A

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

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[Sulfox's solution](#)

277.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: brute force, math

[Sulfox's solution](#)

278.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-06 · last AC: 2019-03-06 · GNU C++11 (first AC) · Tags: implementation, sortings

[Sulfox's solution](#)

279.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

280.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-12-03 · last AC: 2018-12-03 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

281.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-12-03 · last AC: 2018-12-03 · GNU C++11 (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

282.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Sulfox's solution](#)

283.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-17 · last AC: 2018-09-17 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

284.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Sulfox's solution](#)

285.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · last AC: 2018-08-20 · GNU C++11 (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

286.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · last AC: 2018-08-18 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

287.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2018-08-11 · last AC: 2018-08-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[Sulfox's solution](#)

288.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · last AC: 2018-08-13 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

289.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · last AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

290.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · last AC: 2018-07-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

291.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · last AC: 2018-06-24 · GNU C++ (first AC) · Tags: implementation

[Sulfox's solution](#)

292.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2018-06-07 · GNU C++ (first AC) · Tags: math

[Sulfox's solution](#)

293.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,622 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Sulfox's solution](#)

294.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

295.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Sulfox's solution](#)

296.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

297.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sulfox's solution](#)

298.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sulfox's solution](#)

299.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Sulfox's solution](#)

300.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[Sulfox's solution](#)

301.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[Sulfox's solution](#)

302.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Sulfox's solution](#)

303.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Sulfox's solution](#)

304.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sulfox's solution](#)

305.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Sulfox's solution](#)

306.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Sulfox's solution](#)

307.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sulfox's solution](#)

308.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Sulfox's solution](#)

309.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

310.

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

[Sulfox's solution](#)

311.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sulfox's solution](#)

312.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Sulfox's solution](#)

313.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sulfox's solution](#)

314.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

315.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Sulfox's solution](#)

316.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Sulfox's solution](#)

317.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sulfox's solution](#)

318.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Sulfox's solution](#)

319.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Sulfox's solution](#)

320.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Sulfox's solution](#)

321.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,491 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Sulfox's solution](#)

322.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Sulfox's solution](#)

323.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Sulfox's solution](#)

324.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Sulfox's solution](#)

325.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Sulfox's solution](#)

326.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

327.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Sulfox's solution](#)

328.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sulfox's solution](#)

329.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sulfox's solution](#)

330.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

331.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · last AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Sulfox's solution](#)

332.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[Sulfox's solution](#)

333.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

334.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

335.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2019-03-18 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

336.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2018-12-12 · last AC: 2018-12-12 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

337.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

338.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

339.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

340.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-18 · last AC: 2018-09-18 · GNU C++11 (first AC) · Tags: binary search, implementation

[Sulfox's solution](#)

341.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,670 global accepts · Rating: 1100 · first AC: 2018-08-16 · GNU C++11 (first AC) · Tags: implementation, sortings

[Sulfox's solution](#)

342.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · last AC: 2018-08-02 · GNU C++11 (first AC) · Tags: sortings

[Sulfox's solution](#)

343.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-07-05 · GNU C++ (first AC) · Tags: implementation

[Sulfox's solution](#)

344.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: implementation

[Sulfox's solution](#)

345.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Sulfox's solution](#)

346.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Sulfox's solution](#)

347.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Sulfox's solution](#)

348.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Sulfox's solution](#)

349.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Sulfox's solution](#)

350.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Sulfox's solution](#)

351.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

352.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Sulfox's solution](#)

353.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Sulfox's solution](#)

354.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Sulfox's solution](#)

355.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

356.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: binary search, math

[Sulfox's solution](#)

357.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Sulfox's solution](#)

358.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Sulfox's solution](#)

359.

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

[Sulfox's solution](#)

360.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Sulfox's solution](#)

361.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Sulfox's solution](#)

362.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Sulfox's solution](#)

363.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Sulfox's solution](#)

364.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Sulfox's solution](#)

365.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Sulfox's solution](#)

366.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Sulfox's solution](#)

367.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Sulfox's solution](#)

368.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-08-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[Sulfox's solution](#)

369.

1848B

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

Quality: 24,407 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

[Sulfox's solution](#)

370.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Sulfox's solution](#)

371.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sulfox's solution](#)

372.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

373.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Sulfox's solution](#)

374.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sulfox's solution](#)

375.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[Sulfox's solution](#)

376.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Sulfox's solution](#)

377.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Sulfox's solution](#)

378.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

379.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Sulfox's solution](#)

380.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sulfox's solution](#)

381.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Sulfox's solution](#)

382.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Sulfox's solution](#)

383.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · last AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sulfox's solution](#)

384.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Sulfox's solution](#)

385.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy, math

[Sulfox's solution](#)

386.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: dp, greedy

[Sulfox's solution](#)

387.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Sulfox's solution](#)

388.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: —

[Sulfox's solution](#)

389.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,222 global accepts · Rating: 1200 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

390.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · last AC: 2019-05-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Sulfox's solution](#)

391.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · last AC: 2019-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sulfox's solution](#)

392.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[Sulfox's solution](#)

393.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

394.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Sulfox's solution](#)

395.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

396.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Sulfox's solution](#)

397.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-12-05 · last AC: 2018-12-05 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[Sulfox's solution](#)

398.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-30 · last AC: 2018-11-30 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

399.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-27 · last AC: 2018-11-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[Sulfox's solution](#)

400.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[Sulfox's solution](#)

401.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

402.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-18 · last AC: 2018-09-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

[Sulfox's solution](#)

403.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · last AC: 2018-08-20 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

404.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · last AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

405.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · last AC: 2018-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Sulfox's solution](#)

406.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · last AC: 2018-08-12 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

407.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · last AC: 2018-08-02 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

408.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · last AC: 2018-07-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Sulfox's solution](#)

409.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2018-07-16 · last AC: 2018-07-17 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Sulfox's solution](#)

410.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · last AC: 2018-07-17 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Sulfox's solution](#)

411.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Sulfox's solution](#)

412.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-07-05 · GNU C++ (first AC) · Tags: implementation

[Sulfox's solution](#)

413.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-07-03 · last AC: 2018-07-03 · GNU C++ (first AC) · Tags: sortings

[Sulfox's solution](#)

414.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · last AC: 2018-07-02 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[Sulfox's solution](#)

415.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-28 · last AC: 2018-06-28 · GNU C++ (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

416.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

417.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Sulfox's solution](#)

418.

2187A

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

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

419.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

420.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[Sulfox's solution](#)

421.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Sulfox's solution](#)

422.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Sulfox's solution](#)

423.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Sulfox's solution](#)

424.

2144C

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

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

425.

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Sulfox's solution](#)

426.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sulfox's solution](#)

427.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Sulfox's solution](#)

428.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Sulfox's solution](#)

429.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

430.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sulfox's solution](#)

431.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Sulfox's solution](#)

432.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sulfox's solution](#)

433.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Sulfox's solution](#)

434.

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

[Sulfox's solution](#)

435.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Sulfox's solution](#)

436.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Sulfox's solution](#)

437.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Sulfox's solution](#)

438.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Sulfox's solution](#)

439.

1868A

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

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

[Sulfox's solution](#)

440.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sulfox's solution](#)

441.

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

[Sulfox's solution](#)

442.

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

[Sulfox's solution](#)

443.

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

[Sulfox's solution](#)

444.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Sulfox's solution](#)

445.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[Sulfox's solution](#)

446.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Sulfox's solution](#)

447.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sulfox's solution](#)

448.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Sulfox's solution](#)

449.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Sulfox's solution](#)

450.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[Sulfox's solution](#)

451.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

452.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Sulfox's solution](#)

453.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Sulfox's solution](#)

454.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

455.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · last AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Sulfox's solution](#)

456.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Sulfox's solution](#)

457.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sulfox's solution](#)

458.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · last AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Sulfox's solution](#)

459.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

460.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Sulfox's solution](#)

461.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: dp, strings

[Sulfox's solution](#)

462.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

463.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

464.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[Sulfox's solution](#)

465.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

466.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[Sulfox's solution](#)

467.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

468.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-11-29 · last AC: 2018-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Sulfox's solution](#)

469.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · last AC: 2018-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Sulfox's solution](#)

470.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

471.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · last AC: 2018-08-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Sulfox's solution](#)

472.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Sulfox's solution](#)

473.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · last AC: 2018-07-14 · GNU C++11 (first AC) · Tags: combinatorics, math

[Sulfox's solution](#)

474.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-09 · last AC: 2018-07-11 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Sulfox's solution](#)

475.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · last AC: 2018-07-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sulfox's solution](#)

476.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · last AC: 2018-07-04 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Sulfox's solution](#)

477.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · last AC: 2018-07-04 · GNU C++ (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

478.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-26 · last AC: 2018-06-26 · GNU C++ (first AC) · Tags: binary search, math

[Sulfox's solution](#)

479.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2018-01-30 · GNU C++ (first AC) · Tags: data structures, dp, greedy, sortings

[Sulfox's solution](#)

480.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[Sulfox's solution](#)

481.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive

algorithms, dp, greedy, strings, two pointers

[Sulfox's solution](#)

482.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Sulfox's solution](#)

483.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[Sulfox's solution](#)

484.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Sulfox's solution](#)

485.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Sulfox's solution](#)

486.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Sulfox's solution](#)

487.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Sulfox's solution](#)

488.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Sulfox's solution](#)

489.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, interactive, strings

[Sulfox's solution](#)

490.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Sulfox's solution](#)

491.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Sulfox's solution](#)

492.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Sulfox's solution](#)

493.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Sulfox's solution](#)

494.

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

[Sulfox's solution](#)

495.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Sulfox's solution](#)

496.

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

[Sulfox's solution](#)

497.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Sulfox's solution](#)

498.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

499.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Sulfox's solution](#)

500.

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

[Sulfox's solution](#)

501.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Sulfox's solution](#)

502.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Sulfox's solution](#)

503.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Sulfox's solution](#)

504.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Sulfox's solution](#)

505.

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

[Sulfox's solution](#)

506.

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

[Sulfox's solution](#)

507.

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

[Sulfox's solution](#)

508.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Sulfox's solution](#)

509.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Sulfox's solution](#)

510.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sulfox's solution](#)

511.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

512.

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Sulfox's solution](#)

513.

1824A

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

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

514.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Sulfox's solution](#)

515.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Sulfox's solution](#)

516.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[Sulfox's solution](#)

517.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[Sulfox's solution](#)

518.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Sulfox's solution](#)

519.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · last AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: interactive
[Sulfox's solution](#)

520.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: games, greedy
[Sulfox's solution](#)

521.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Sulfox's solution](#)

522.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math,

sortings

[Sulfox's solution](#)

523.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Sulfox's solution](#)

524.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sulfox's solution](#)

525.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

526.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[Sulfox's solution](#)

527.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Sulfox's solution](#)

528.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: math, number theory

[Sulfox's solution](#)

529.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[Sulfox's solution](#)

530.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: implementation, two pointers

[Sulfox's solution](#)

531.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

532.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dp

[Sulfox's solution](#)

533.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: binary search, sortings

[Sulfox's solution](#)

534.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,002 global accepts · Rating: 1400 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Sulfox's solution](#)

535.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, interactive, math

[Sulfox's solution](#)

536.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · last AC: 2019-05-14 · GNU C++11 (first AC) · Tags: math, number theory

[Sulfox's solution](#)

537.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: geometry

[Sulfox's solution](#)

538.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-06 · last AC: 2019-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Sulfox's solution](#)

539.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

540.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

541.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

542.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: dp, greedy

[Sulfox's solution](#)

543.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[Sulfox's solution](#)

544.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-23 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Sulfox's solution](#)

545.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: combinatorics, math

[Sulfox's solution](#)

546.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

547.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · last AC: 2018-07-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

548.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-07-03 · last AC: 2018-07-03 · GNU C++ (first AC) · Tags: dfs and similar, math, sortings

[Sulfox's solution](#)

549.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-26 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Sulfox's solution](#)

550.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · last AC: 2018-06-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Sulfox's solution](#)

551.

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2018-05-14 · GNU C++ (first AC) · Tags: greedy

[Sulfox's solution](#)

552.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2018-03-02 · GNU C++ (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

553.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2018-02-01 · GNU C++ (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

554.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Sulfox's solution](#)

555.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Sulfox's solution](#)

556.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Sulfox's solution](#)

557.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Sulfox's solution](#)

558.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Sulfox's solution](#)

559.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Sulfox's solution](#)

560.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Sulfox's solution](#)

561.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Sulfox's solution](#)

562.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Sulfox's solution](#)

563.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Sulfox's solution](#)

564.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[Sulfox's solution](#)

565.

2077A

[Breach of Faith](#) · [Tutorial](#)

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

[Sulfox's solution](#)

566.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Sulfox's solution](#)

567.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Sulfox's solution](#)

568.

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

[Sulfox's solution](#)

569.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Sulfox's solution](#)

570.

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

[Sulfox's solution](#)

571.

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

[Sulfox's solution](#)

572.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Sulfox's solution](#)

573.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

greedy

[Sulfox's solution](#)

574.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Sulfox's solution](#)

575.

1738C

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

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[Sulfox's solution](#)

576.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sulfox's solution](#)

577.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Sulfox's solution](#)

578.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

579.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Sulfox's solution](#)

580.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Sulfox's solution](#)

581.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

582.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Sulfox's solution](#)

583.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sulfox's solution](#)

584.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Sulfox's solution](#)

585.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

586.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sulfox's solution](#)

587.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · last AC: 2019-10-02 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

588.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-09-22 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Sulfox's solution](#)

589.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · last AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sulfox's solution](#)

590.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

591.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: dp, greedy

[Sulfox's solution](#)

592.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

593.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: greedy, math

[Sulfox's solution](#)

594.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: data structures, implementation

[Sulfox's solution](#)

595.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

596.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Sulfox's solution](#)

597.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sulfox's solution](#)

598.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: graphs, implementation

[Sulfox's solution](#)

599.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

600.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-13 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Sulfox's solution](#)

601.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sulfox's solution](#)

602.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Sulfox's solution](#)

603.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Sulfox's solution](#)

604.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2018-12-12 · last AC: 2018-12-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math

[Sulfox's solution](#)

605.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

606.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Sulfox's solution](#)

607.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Sulfox's solution](#)

608.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: strings

[Sulfox's solution](#)

609.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Sulfox's solution](#)

610.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Sulfox's solution](#)

611.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: binary search, math

[Sulfox's solution](#)

612.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Sulfox's solution](#)

613.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · last AC: 2018-07-11 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[Sulfox's solution](#)

614.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-07-05 · GNU C++ (first AC) · Tags: greedy

[Sulfox's solution](#)

615.

977E

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

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2018-07-03 · last AC: 2018-07-03 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Sulfox's solution](#)

616.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-02 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[Sulfox's solution](#)

617.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · GNU C++ (first AC) · Tags: math

[Sulfox's solution](#)

618.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-28 · GNU C++ (first AC) · Tags: greedy

[Sulfox's solution](#)

619.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · last AC: 2018-06-24 · GNU C++ (first AC) · Tags: dp, greedy

[Sulfox's solution](#)

620.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · last AC: 2018-06-24 · GNU C++ (first AC) · Tags: binary search, implementation

[Sulfox's solution](#)

621.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,225 global accepts · Rating: 1500 · first AC: 2018-05-14 · GNU C++ (first AC) · Tags: hashing, implementation

[Sulfox's solution](#)

622.

2207B

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

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Sulfox's solution](#)

623.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Sulfox's solution](#)

624.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, constructive algorithms, greedy

[Sulfox's solution](#)

625.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Sulfox's solution](#)

626.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Sulfox's solution](#)

627.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Sulfox's solution](#)

628.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Sulfox's solution](#)

629.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Sulfox's solution](#)

630.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Sulfox's solution](#)

631.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Sulfox's solution](#)

632.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Sulfox's solution](#)

633.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Sulfox's solution](#)

634.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Sulfox's solution](#)

635.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Sulfox's solution](#)

636.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 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

[Sulfox's solution](#)

637.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Sulfox's solution](#)

638.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Sulfox's solution](#)

639.

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Sulfox's solution](#)

640.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Sulfox's solution](#)

641.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Sulfox's solution](#)

642.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Sulfox's solution](#)

643.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Sulfox's solution](#)

644.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Sulfox's solution](#)

645.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

646.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sulfox's solution](#)

647.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Sulfox's solution](#)

648.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Sulfox's solution](#)

649.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Sulfox's solution](#)

650.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Sulfox's solution](#)

651.

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[Sulfox's solution](#)

652.

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

[Sulfox's solution](#)

653.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Sulfox's solution](#)

654.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-10-10 · GNU C++11 (first AC) · Tags: binary search, greedy

[Sulfox's solution](#)

655.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Sulfox's solution](#)

656.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

657.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[Sulfox's solution](#)

658.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Sulfox's solution](#)

659.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

660.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

661.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

[Sulfox's solution](#)

662.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2019-06-18 · last AC: 2019-06-27 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

663.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · last AC: 2019-03-13 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[Sulfox's solution](#)

664.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · last AC: 2019-03-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[Sulfox's solution](#)

665.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: binary search, implementation

[Sulfox's solution](#)

666.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Sulfox's solution](#)

667.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-30 · last AC: 2018-11-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

668.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-30 · last AC: 2018-11-30 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

669.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-11-29 · last AC: 2018-11-29 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

670.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-28 · last AC: 2018-11-28 · GNU C++11 (first AC) · Tags: math, number theory

[Sulfox's solution](#)

671.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-28 · last AC: 2018-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Sulfox's solution](#)

672.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Sulfox's solution](#)

673.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: hashing, strings

[Sulfox's solution](#)

674.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-17 · last AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Sulfox's solution](#)

675.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · last AC: 2018-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

676.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · last AC: 2018-08-20 · GNU C++11 (first AC) · Tags: brute force, greedy, number theory

[Sulfox's solution](#)

677.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · last AC: 2018-08-20 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

678.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · last AC: 2018-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

679.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · last AC: 2018-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

680.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: dp

[Sulfox's solution](#)

681.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · last AC: 2018-07-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Sulfox's solution](#)

682.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2018-07-11 · last AC: 2018-07-11 · GNU C++11 (first AC) · Tags: data structures, greedy

[Sulfox's solution](#)

683.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-07-03 · last AC: 2018-07-04 · GNU C++ (first AC) · Tags: greedy

[Sulfox's solution](#)

684.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-06-30 · last AC: 2018-06-30 · GNU C++ (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

685.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2018-06-23 · GNU C++ (first AC) · Tags: data structures, dsu

[Sulfox's solution](#)

686.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · last AC: 2018-06-20 · GNU C++ (first AC) · Tags: math

[Sulfox's solution](#)

687.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-19 · last AC: 2018-06-20 · GNU C++ (first AC) · Tags: math, number theory

[Sulfox's solution](#)

688.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-17 · GNU C++ (first AC) · Tags: geometry, implementation

[Sulfox's solution](#)

689.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-16 · GNU C++ (first AC) · Tags: brute force

[Sulfox's solution](#)

690.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2018-06-08 · GNU C++ (first AC) · Tags: implementation, math

[Sulfox's solution](#)

691.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2018-05-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sulfox's solution](#)

692.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-05-25 · GNU C++ (first AC) · Tags: data structures, implementation

[Sulfox's solution](#)

693.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2018-05-24 · GNU C++ (first AC) · Tags: binary search, number theory

[Sulfox's solution](#)

694.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2018-01-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Sulfox's solution](#)

695.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sulfox's solution](#)

696.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Sulfox's solution](#)

697.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Sulfox's solution](#)

698.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Sulfox's solution](#)

699.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Sulfox's solution](#)

700.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Sulfox's solution](#)

701.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Sulfox's solution](#)

702.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Sulfox's solution](#)

703.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Sulfox's solution](#)

704.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Sulfox's solution](#)

705.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Sulfox's solution](#)

706.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Sulfox's solution](#)

707.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Sulfox's solution](#)

708.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Sulfox's solution](#)

709.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Sulfox's solution](#)

710.

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

[Sulfox's solution](#)

711.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Sulfox's solution](#)

712.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

713.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sulfox's solution](#)

714.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Sulfox's solution](#)

715.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Sulfox's solution](#)

716.

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

[Sulfox's solution](#)

717.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Sulfox's solution](#)

718.

1879D

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

Quality: 10,488 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Sulfox's solution](#)

719.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Sulfox's solution](#)

720.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Sulfox's solution](#)

721.

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

[Sulfox's solution](#)

722.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Sulfox's solution](#)

723.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Sulfox's solution](#)

724.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Sulfox's solution](#)

725.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sulfox's solution](#)

726.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Sulfox's solution](#)

727.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Sulfox's solution](#)

728.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[Sulfox's solution](#)

729.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Sulfox's solution](#)

730.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Sulfox's solution](#)

731.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Sulfox's solution](#)

732.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Sulfox's solution](#)

733.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Sulfox's solution](#)

734.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Sulfox's solution](#)

735.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Sulfox's solution](#)

736.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Sulfox's solution](#)

737.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Sulfox's solution](#)

738.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Sulfox's solution](#)

739.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · last AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Sulfox's solution](#)

740.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Sulfox's solution](#)

741.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

742.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: math, number theory

[Sulfox's solution](#)

743.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · last AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sulfox's solution](#)

744.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: games, greedy, math

[Sulfox's solution](#)

745.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Sulfox's solution](#)

746.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[Sulfox's solution](#)

747.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[Sulfox's solution](#)

748.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: games, math

[Sulfox's solution](#)

749.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[Sulfox's solution](#)

750.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[Sulfox's solution](#)

751.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

752.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: binary search, greedy

[Sulfox's solution](#)

753.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · last AC: 2019-05-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

754.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: greedy, strings

[Sulfox's solution](#)

755.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[Sulfox's solution](#)

756.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

757.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: brute force, greedy

[Sulfox's solution](#)

758.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: binary search, greedy

[Sulfox's solution](#)

759.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

760.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2019-02-12 · last AC: 2019-02-12 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Sulfox's solution](#)

761.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[Sulfox's solution](#)

762.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Sulfox's solution](#)

763.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: *special, implementation

[Sulfox's solution](#)

764.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-12-03 · last AC: 2018-12-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[Sulfox's solution](#)

765.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-28 · last AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings

[Sulfox's solution](#)

766.

1044A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Sulfox's solution](#)

767.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: two pointers

[Sulfox's solution](#)

768.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: dp

[Sulfox's solution](#)

769.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[Sulfox's solution](#)

770.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Sulfox's solution](#)

771.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Sulfox's solution](#)

772.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-18 · last AC: 2018-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Sulfox's solution](#)

773.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-17 · last AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Sulfox's solution](#)

774.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · last AC: 2018-08-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Sulfox's solution](#)

775.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · last AC: 2018-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Sulfox's solution](#)

776.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-08-13 · GNU C++11 (first AC) · Tags: implementation, math

[Sulfox's solution](#)

777.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-13 · GNU C++11 (first AC) · Tags: brute force, greedy

[Sulfox's solution](#)

778.

1020C

[Elections](#) · [Tutorial](#)

Quality: 1700 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

779.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Sulfox's solution](#)

780.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · last AC: 2018-07-17 · GNU C++11 (first AC) · Tags: implementation

[Sulfox's solution](#)

781.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-15 · last AC: 2018-07-15 · GNU C++11 (first AC) · Tags: greedy, math

[Sulfox's solution](#)

782.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Sulfox's solution](#)

783.

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2018-07-03 · last AC: 2018-07-03 · GNU C++ (first AC) · Tags: dp

[Sulfox's solution](#)

784.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-07-01 · last AC: 2018-07-01 · GNU C++ (first AC) · Tags: games, greedy

[Sulfox's solution](#)

785.

1000C

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

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-28 · last AC: 2018-06-28 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[Sulfox's solution](#)

786.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Sulfox's solution](#)

787.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2018-06-06 · GNU C++ (first AC) · Tags: dp

[Sulfox's solution](#)

788.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2018-05-25 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp,

implementation, math, number theory

[Sulfox's solution](#)

789.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sulfox's solution](#)

790.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: binary search, greedy, strings

[Sulfox's solution](#)

791.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: dp, implementation

[Sulfox's solution](#)

792.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Sulfox's solution](#)

793.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[Sulfox's solution](#)

794.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Sulfox's solution](#)

795.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Sulfox's solution](#)

796.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Sulfox's solution](#)

797.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Sulfox's solution](#)

798.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

strings, two pointers

[Sulfox's solution](#)

799.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Sulfox's solution](#)

800.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Sulfox's solution](#)

801.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Sulfox's solution](#)

802.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Sulfox's solution](#)

803.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[Sulfox's solution](#)

804.

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

[Sulfox's solution](#)

805.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Sulfox's solution](#)

806.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Sulfox's solution](#)

807.

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Sulfox's solution](#)

808.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Sulfox's solution](#)

809.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Sulfox's solution](#)

810.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Sulfox's solution](#)

811.

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

[Sulfox's solution](#)

812.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Sulfox's solution](#)

813.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Sulfox's solution](#)

814.

1912K

[Kim's Quest](#) · [Tutorial](#)

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815.

1870D

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816.

1859D

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817.

1856E1

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818.

1852B

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819.

1852A

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820.

1848C

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821.

1845D

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822.

1648B

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823.

1750D

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824.

1801B

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825.

1841C

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826.

1824B1

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827.

1728D

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828.

1718A1

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829.

1491D

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830.

1466E

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831.

1450D

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832.

1446B

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833.

1442B

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834.

1442A

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835.

1396B

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836.

1394A

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Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

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837.

1381B

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Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

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838.

1338B

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839.

1326D2

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

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[Sulfox's solution](#)

840.

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

[Sulfox's solution](#)

841.

1246B

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Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Sulfox's solution](#)

842.

1208C

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843.

1221D

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844.

1207D

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845.

1179B

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846.

1186C

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847.

1190B

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Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: games

[Sulfox's solution](#)

848.

1177B

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[Sulfox's solution](#)

849.

1187C

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Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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850.

1172A

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[Sulfox's solution](#)

851.

1156B

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[Sulfox's solution](#)

852.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: binary search, sortings

[Sulfox's solution](#)

853.

1118F1

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854.

1083A

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855.

914C

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[Sulfox's solution](#)

856.

1073C

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[Sulfox's solution](#)

857.

1082D

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858.

1063B

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859.

1053A

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Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry

[Sulfox's solution](#)

860.

1034A

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Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: number theory

[Sulfox's solution](#)

861.

1042D

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862.

527D

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863.

1016D

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Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · last AC: 2018-08-04 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[Sulfox's solution](#)

864.

1016C

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865.

448D

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[Sulfox's solution](#)

866.

1010C

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Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: number theory

[Sulfox's solution](#)

867.

1011E

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Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: number theory

[Sulfox's solution](#)

868.

675D

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Quality: 4,271 global accepts · Rating: 1800 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: data structures, trees

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869.

989C

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Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
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870.

142B

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Quality: 2,405 global accepts · Rating: 1800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
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871.

1005E1

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Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · GNU C++ (first AC) · Tags: sortings
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872.

933A

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873.

986B

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Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-06-15 · last AC: 2018-06-15 · GNU C++ (first AC) · Tags: combinatorics, math
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874.

161D

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Quality: 19,177 global accepts · Rating: 1800 · first AC: 2018-06-05 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees
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875.

274B

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876.

245H

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877.

33C

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878.

7C

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879.

777D

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Quality: 5,250 global accepts · Rating: 1800 · first AC: 2018-01-30 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, strings
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880.

2211D

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881.

2190B2

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Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings
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882.

2180C

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883.

2180D

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884.

2165B

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885.

2138B

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886.

2133D

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Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
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887.

2129C1

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888.

2111E

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Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings
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889.

2089B1

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Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
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890.

2077B

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891.

2068F

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Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Sulfox's solution](#)

892.

2066B

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Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Sulfox's solution](#)

893.

2053E

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Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Sulfox's solution](#)

894.

2018B

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Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Sulfox's solution](#)

895.

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

[Sulfox's solution](#)

896.

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

[Sulfox's solution](#)

897.

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

[Sulfox's solution](#)

898.

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

[Sulfox's solution](#)

899.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Sulfox's solution](#)

900.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Sulfox's solution](#)

901.

1912D

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Sulfox's solution](#)

902.

1912A

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Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Sulfox's solution](#)

903.

1902E

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Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

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904.

1902D

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

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905.

1906E

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Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Sulfox's solution](#)

906.

1898D

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Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Sulfox's solution](#)

907.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Sulfox's solution](#)

908.

1887B

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Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[Sulfox's solution](#)

909.

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

[Sulfox's solution](#)

910.

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

[Sulfox's solution](#)

911.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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912.

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

[Sulfox's solution](#)

913.

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

[Sulfox's solution](#)

914.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Sulfox's solution](#)

915.

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

[Sulfox's solution](#)

916.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Sulfox's solution](#)

917.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Sulfox's solution](#)

918.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Sulfox's solution](#)

919.

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

[Sulfox's solution](#)

920.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Sulfox's solution](#)

921.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Sulfox's solution](#)

922.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Sulfox's solution](#)

923.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Sulfox's solution](#)

924.

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Sulfox's solution](#)

925.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sulfox's solution](#)

926.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Sulfox's solution](#)

927.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Sulfox's solution](#)

928.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Sulfox's solution](#)

929.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Sulfox's solution](#)

930.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Sulfox's solution](#)

931.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Sulfox's solution](#)

932.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sulfox's solution](#)

933.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Sulfox's solution](#)

934.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Sulfox's solution](#)

935.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Sulfox's solution](#)

936.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Sulfox's solution](#)

937.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Sulfox's solution](#)

938.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Sulfox's solution](#)

939.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · last AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Sulfox's solution](#)

940.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Sulfox's solution](#)

941.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Sulfox's solution](#)

942.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Sulfox's solution](#)

943.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-09-22 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Sulfox's solution](#)

944.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Sulfox's solution](#)

945.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings

[Sulfox's solution](#)

946.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[Sulfox's solution](#)

947.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · last AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Sulfox's solution](#)

948.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Sulfox's solution](#)

949.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Sulfox's solution](#)

950.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[Sulfox's solution](#)

951.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Sulfox's solution](#)

952.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Sulfox's solution](#)

953.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: graphs, trees

[Sulfox's solution](#)

954.

1032D

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

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: geometry, implementation

[Sulfox's solution](#)

955.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Sulfox's solution](#)

956.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: brute force, two pointers

[Sulfox's solution](#)

957.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Sulfox's solution](#)

958.

1153D

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

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Sulfox's solution](#)

959.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Sulfox's solution](#)

960.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · last AC: 2019-03-04 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[Sulfox's solution](#)

961.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-12-05 · last AC: 2018-12-05 · GNU C++11 (first AC) · Tags: data structures, number theory

[Sulfox's solution](#)

962.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, interactive, trees

[Sulfox's solution](#)

963.

1075D

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, interactive, trees

[Sulfox's solution](#)

964.

1079D

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

Rating: 1900 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: geometry, implementation

[Sulfox's solution](#)

965.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · last AC: 2018-11-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Sulfox's solution](#)

966.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: greedy, math

[Sulfox's solution](#)

967.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math, number theory

[Sulfox's solution](#)

968.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2018-09-21 · last AC: 2018-09-21 · GNU C++11 (first AC) · Tags: dp, implementation

[Sulfox's solution](#)

969.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-17 · last AC: 2018-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Sulfox's solution](#)

970.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · last AC: 2018-08-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

[Sulfox's solution](#)

971.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Sulfox's solution](#)

972.

1000D

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

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-06-28 · last AC: 2018-06-28 · GNU C++ (first AC) · Tags: combinatorics, dp

[Sulfox's solution](#)

973.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2018-06-25 · GNU C++ (first AC) · Tags: greedy, sortings

[Sulfox's solution](#)

974.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-17 · GNU C++ (first AC) · Tags: bitmasks, brute force

[Sulfox's solution](#)

975.

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-17 · GNU C++ (first AC) · Tags: bitmasks

[Sulfox's solution](#)

976.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2018-05-27 · GNU C++ (first AC) · Tags: dp

[Sulfox's solution](#)

977.

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2018-05-24 · GNU C++ (first AC) · Tags: combinatorics, math

[Sulfox's solution](#)

978.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2018-05-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Sulfox's solution](#)

979.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2018-05-14 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Sulfox's solution](#)

980.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2018-04-13 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[Sulfox's solution](#)

981.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2018-01-31 · GNU C++ (first AC) · Tags: *special

[Sulfox's solution](#)

982.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2018-01-31 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Sulfox's solution](#)

983.

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

[Sulfox's solution](#)

984.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Sulfox's solution](#)

985.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Sulfox's solution](#)

986.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Sulfox's solution](#)

987.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Sulfox's solution](#)

988.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Sulfox's solution](#)

989.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Sulfox's solution](#)

990.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Sulfox's solution](#)

991.

2129C2

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

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

[Sulfox's solution](#)

992.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Sulfox's solution](#)

993.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[Sulfox's solution](#)

994.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Sulfox's solution](#)

995.

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Sulfox's solution](#)

996.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Sulfox's solution](#)

997.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Sulfox's solution](#)

998.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Sulfox's solution](#)

999.

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

[Sulfox's solution](#)

1000.

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

[Sulfox's solution](#)

1001.

1984D

["a" String Problem · Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Sulfox's solution](#)

1002.

1976D

[Invertible Bracket Sequences · Tutorial](#)

Quality: 5,798 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

[Sulfox's solution](#)

1003.

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

[Sulfox's solution](#)

1004.

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

[Sulfox's solution](#)

1005.

1905D

[Cyclic MEX · Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Sulfox's solution](#)

1006.

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

[Sulfox's solution](#)

1007.

1893C

[Freedom of Choice · Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Sulfox's solution](#)

1008.

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

[Sulfox's solution](#)

1009.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Sulfox's solution](#)

1010.

1726D

[Edge Split · Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Sulfox's solution](#)

1011.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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1012.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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1013.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1014.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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1015.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1016.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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1017.

1416B

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Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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1018.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

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1019.

730I

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Quality: 2,743 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

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1020.

1349C

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Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs,

implementation, shortest paths

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1021.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1022.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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1023.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Sulfox's solution](#)

1024.

1268B

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Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Sulfox's solution](#)

1025.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Sulfox's solution](#)

1026.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · last AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Sulfox's solution](#)

1027.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[Sulfox's solution](#)

1028.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · last AC: 2019-09-18 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Sulfox's solution](#)

1029.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · last AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Sulfox's solution](#)

1030.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · last AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, graphs, math, sortings, trees

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1031.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[Sulfox's solution](#)

1032.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Sulfox's solution](#)

1033.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Sulfox's solution](#)

1034.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Sulfox's solution](#)

1035.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-06 · last AC: 2019-05-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Sulfox's solution](#)

1036.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Sulfox's solution](#)

1037.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Sulfox's solution](#)

1038.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Sulfox's solution](#)

1039.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · last AC: 2019-01-11 · GNU C++11 (first AC) · Tags: greedy, strings

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1040.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Sulfox's solution](#)

1041.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-30 · last AC: 2018-11-30 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Sulfox's solution](#)

1042.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Sulfox's solution](#)

1043.

1061D

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Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-23 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[Sulfox's solution](#)

1044.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Sulfox's solution](#)

1045.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Sulfox's solution](#)

1046.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Sulfox's solution](#)

1047.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Sulfox's solution](#)

1048.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-13 · GNU C++11 (first AC) · Tags: binary search, interactive

[Sulfox's solution](#)

1049.

1020D

[The hat](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: binary search, interactive

[Sulfox's solution](#)

1050.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-27 · last AC: 2018-07-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Sulfox's solution](#)

1051.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[Sulfox's solution](#)

1052.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[Sulfox's solution](#)

1053.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[Sulfox's solution](#)

1054.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-02 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Sulfox's solution](#)

1055.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-01 · GNU C++ (first AC) · Tags: brute force, combinatorics, greedy

[Sulfox's solution](#)

1056.

999E

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

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2018-06-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[Sulfox's solution](#)

1057.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2018-05-27 · GNU C++ (first AC) · Tags: brute force, dp

[Sulfox's solution](#)

1058.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Sulfox's solution](#)

1059.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Sulfox's solution](#)

1060.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

1061.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, binary search, greedy

[Sulfox's solution](#)

1062.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Sulfox's solution](#)

1063.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Sulfox's solution](#)

1064.

2150C

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Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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1065.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dp, greedy

[Sulfox's solution](#)

1066.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

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1067.

2124E

[Make it Zero](#) · [Tutorial](#)

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

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1068.

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

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1069.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

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1070.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

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1071.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Sulfox's solution](#)

1072.

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

[Sulfox's solution](#)

1073.

1924B

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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

[Sulfox's solution](#)

1074.

1919D

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

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1075.

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

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1076.

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

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1077.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

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1078.

1906F

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Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

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1079.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

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1080.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Sulfox's solution](#)

1081.

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

[Sulfox's solution](#)

1082.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

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1083.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

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1084.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Sulfox's solution](#)

1085.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

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1086.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Sulfox's solution](#)

1087.

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

[Sulfox's solution](#)

1088.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[Sulfox's solution](#)

1089.

1821E

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Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Sulfox's solution](#)

1090.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Sulfox's solution](#)

1091.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

1092.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Sulfox's solution](#)

1093.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Sulfox's solution](#)

1094.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Sulfox's solution](#)

1095.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Sulfox's solution](#)

1096.

1464B

[Grime Zoo](#) · [Tutorial](#)

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

[Sulfox's solution](#)

1097.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sulfox's solution](#)

1098.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Sulfox's solution](#)

1099.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Sulfox's solution](#)

1100.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Sulfox's solution](#)

1101.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

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1102.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Sulfox's solution](#)

1103.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[Sulfox's solution](#)

1104.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Sulfox's solution](#)

1105.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

[Sulfox's solution](#)

1106.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Sulfox's solution](#)

1107.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy

[Sulfox's solution](#)

1108.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

[Sulfox's solution](#)

1109.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: data structures, two pointers

[Sulfox's solution](#)

1110.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Sulfox's solution](#)

1111.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Sulfox's solution](#)

1112.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[Sulfox's solution](#)

1113.

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: dp, math

[Sulfox's solution](#)

1114.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Sulfox's solution](#)

1115.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Sulfox's solution](#)

1116.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: dp, strings

[Sulfox's solution](#)

1117.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-03 · last AC: 2019-03-04 · GNU C++11 (first AC) · Tags: dp, strings

[Sulfox's solution](#)

1118.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2019-02-12 · last AC: 2019-02-12 · GNU C++11 (first AC) · Tags: implementation, number theory

[Sulfox's solution](#)

1119.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, greedy

[Sulfox's solution](#)

1120.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[Sulfox's solution](#)

1121.

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: dp, geometry

[Sulfox's solution](#)

1122.

1075E

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: dp, geometry

[Sulfox's solution](#)

1123.

1079E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: dp, math

[Sulfox's solution](#)

1124.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: data structures, graphs

[Sulfox's solution](#)

1125.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · last AC: 2018-08-20 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[Sulfox's solution](#)

1126.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · last AC: 2018-08-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

1127.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · last AC: 2018-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, matrices

[Sulfox's solution](#)

1128.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[Sulfox's solution](#)

1129.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-07-16 · last AC: 2018-07-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Sulfox's solution](#)

1130.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2018-07-03 · last AC: 2018-07-04 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[Sulfox's solution](#)

1131.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2018-07-02 · last AC: 2018-07-02 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Sulfox's solution](#)

1132.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-07-01 · last AC: 2018-07-01 · GNU C++ (first AC) · Tags: dp, math, number theory

[Sulfox's solution](#)

1133.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2018-06-29 · last AC: 2018-06-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Sulfox's solution](#)

1134.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-20 · last AC: 2018-06-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Sulfox's solution](#)

1135.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-17 · last AC: 2018-06-17 · GNU C++ (first AC) · Tags: bitmasks, brute force, geometry

[Sulfox's solution](#)

1136.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2018-05-21 · GNU C++ (first AC) · Tags: math, number theory

[Sulfox's solution](#)

1137.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Sulfox's solution](#)

1138.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Sulfox's solution](#)

1139.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Sulfox's solution](#)

1140.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Sulfox's solution](#)

1141.

2144E1

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

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Sulfox's solution](#)

1142.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Sulfox's solution](#)

1143.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Sulfox's solution](#)

1144.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Sulfox's solution](#)

1145.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Sulfox's solution](#)

1146.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Sulfox's solution](#)

1147.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sulfox's solution](#)

1148.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Sulfox's solution](#)

1149.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Sulfox's solution](#)

1150.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Sulfox's solution](#)

1151.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Sulfox's solution](#)

1152.

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

[Sulfox's solution](#)

1153.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Sulfox's solution](#)

1154.

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

[Sulfox's solution](#)

1155.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math

[Sulfox's solution](#)

1156.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Sulfox's solution](#)

1157.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Sulfox's solution](#)

1158.

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

[Sulfox's solution](#)

1159.

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

[Sulfox's solution](#)

1160.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Sulfox's solution](#)

1161.

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

[Sulfox's solution](#)

1162.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Sulfox's solution](#)

1163.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Sulfox's solution](#)

1164.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Sulfox's solution](#)

1165.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Sulfox's solution](#)

1166.

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

[Sulfox's solution](#)

1167.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Sulfox's solution](#)

1168.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Sulfox's solution](#)

1169.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sulfox's solution](#)

1170.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Sulfox's solution](#)

1171.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Sulfox's solution](#)

1172.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Sulfox's solution](#)

1173.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Sulfox's solution](#)

1174.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[Sulfox's solution](#)

1175.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: dp, strings

[Sulfox's solution](#)

1176.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Sulfox's solution](#)

1177.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sulfox's solution](#)

1178.

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

[Sulfox's solution](#)

1179.

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

[Sulfox's solution](#)

1180.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: data structures, dp

[Sulfox's solution](#)

1181.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Sulfox's solution](#)

1182.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-09-22 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Sulfox's solution](#)

1183.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-19 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Sulfox's solution](#)

1184.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Sulfox's solution](#)

1185.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Sulfox's solution](#)

1186.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Sulfox's solution](#)

1187.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Sulfox's solution](#)

1188.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: data structures

[Sulfox's solution](#)

1189.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Sulfox's solution](#)

1190.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math, strings

[Sulfox's solution](#)

1191.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Sulfox's solution](#)

1192.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Sulfox's solution](#)

1193.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · last AC: 2019-05-02 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Sulfox's solution](#)

1194.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive
[Sulfox's solution](#)

1195.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: data structures
[Sulfox's solution](#)

1196.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings
[Sulfox's solution](#)

1197.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: dp
[Sulfox's solution](#)

1198.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2019-01-06 · last AC: 2019-01-06 · GNU C++11 (first AC) · Tags: brute force, data structures
[Sulfox's solution](#)

1199.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2018-12-07 · last AC: 2018-12-07 · GNU C++11 (first AC) · Tags: fft, math
[Sulfox's solution](#)

1200.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers
[Sulfox's solution](#)

1201.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings
[Sulfox's solution](#)

1202.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: data structures
[Sulfox's solution](#)

1203.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-07-03 · last AC: 2018-07-04 · GNU C++ (first AC) · Tags: dp, hashing, strings
[Sulfox's solution](#)

1204.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-07-02 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[Sulfox's solution](#)

1205.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2018-05-25 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Sulfox's solution](#)

1206.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2018-05-23 · GNU C++ (first AC) · Tags: data structures

[Sulfox's solution](#)

1207.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2018-05-14 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[Sulfox's solution](#)

1208.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2018-05-13 · GNU C++ (first AC) · Tags: dp, sortings

[Sulfox's solution](#)

1209.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Sulfox's solution](#)

1210.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Sulfox's solution](#)

1211.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Sulfox's solution](#)

1212.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Sulfox's solution](#)

1213.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Sulfox's solution](#)

1214.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Sulfox's solution](#)

1215.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Sulfox's solution](#)

1216.

2129C3

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

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

[Sulfox's solution](#)

1217.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Sulfox's solution](#)

1218.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[Sulfox's solution](#)

1219.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Sulfox's solution](#)

1220.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Sulfox's solution](#)

1221.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Sulfox's solution](#)

1222.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Sulfox's solution](#)

1223.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Sulfox's solution](#)

1224.

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

[Sulfox's solution](#)

1225.

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

[Sulfox's solution](#)

1226.

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

[Sulfox's solution](#)

1227.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Sulfox's solution](#)

1228.

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

[Sulfox's solution](#)

1229.

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

[Sulfox's solution](#)

1230.

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: —

[Sulfox's solution](#)

1231.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[Sulfox's solution](#)

1232.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Sulfox's solution](#)

1233.

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

[Sulfox's solution](#)

1234.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Sulfox's solution](#)

1235.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 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

[Sulfox's solution](#)

1236.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Sulfox's solution](#)

1237.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Sulfox's solution](#)

1238.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Sulfox's solution](#)

1239.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Sulfox's solution](#)

1240.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Sulfox's solution](#)

1241.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Sulfox's solution](#)

1242.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sulfox's solution](#)

1243.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Sulfox's solution](#)

1244.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

1245.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Sulfox's solution](#)

1246.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Sulfox's solution](#)

1247.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Sulfox's solution](#)

1248.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Sulfox's solution](#)

1249.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[Sulfox's solution](#)

1250.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, probabilities

[Sulfox's solution](#)

1251.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Sulfox's solution](#)

1252.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Sulfox's solution](#)

1253.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Sulfox's solution](#)

1254.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

1255.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Sulfox's solution](#)

1256.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: dp, greedy

[Sulfox's solution](#)

1257.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Sulfox's solution](#)

1258.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: dp, probabilities

[Sulfox's solution](#)

1259.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: dp

[Sulfox's solution](#)

1260.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[Sulfox's solution](#)

1261.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Sulfox's solution](#)

1262.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Sulfox's solution](#)

1263.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers

[Sulfox's solution](#)

1264.

1085E

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

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Sulfox's solution](#)

1265.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Sulfox's solution](#)

1266.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

[Sulfox's solution](#)

1267.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Sulfox's solution](#)

1268.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Sulfox's solution](#)

1269.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Sulfox's solution](#)

1270.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Sulfox's solution](#)

1271.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[Sulfox's solution](#)

1272.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2018-12-12 · last AC: 2018-12-12 · GNU C++11 (first AC) · Tags: data structures, greedy

[Sulfox's solution](#)

1273.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Sulfox's solution](#)

1274.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Sulfox's solution](#)

1275.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[Sulfox's solution](#)

1276.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2018-09-22 · last AC: 2018-09-22 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Sulfox's solution](#)

1277.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-18 · last AC: 2018-09-18 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Sulfox's solution](#)

1278.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2018-08-05 · last AC: 2018-08-05 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Sulfox's solution](#)

1279.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2018-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[Sulfox's solution](#)

1280.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2018-05-26 · GNU C++ (first AC) · Tags: data structures

[Sulfox's solution](#)

1281.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Sulfox's solution](#)

1282.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Sulfox's solution](#)

1283.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Sulfox's solution](#)

1284.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Sulfox's solution](#)

1285.

2143E

[Make Good](#) · [Tutorial](#)

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

greedy, math, strings

[Sulfox's solution](#)

1286.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Sulfox's solution](#)

1287.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sulfox's solution](#)

1288.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Sulfox's solution](#)

1289.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Sulfox's solution](#)

1290.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

1291.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Sulfox's solution](#)

1292.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Sulfox's solution](#)

1293.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

1294.

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

[Sulfox's solution](#)

1295.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Sulfox's solution](#)

1296.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Sulfox's solution](#)

1297.

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

[Sulfox's solution](#)

1298.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Sulfox's solution](#)

1299.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Sulfox's solution](#)

1300.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Sulfox's solution](#)

1301.

1902F

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

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

[Sulfox's solution](#)

1302.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Sulfox's solution](#)

1303.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Sulfox's solution](#)

1304.

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

[Sulfox's solution](#)

1305.

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

[Sulfox's solution](#)

1306.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Sulfox's solution](#)

1307.

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

[Sulfox's solution](#)

1308.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Sulfox's solution](#)

1309.

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

[Sulfox's solution](#)

1310.

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

[Sulfox's solution](#)

1311.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Sulfox's solution](#)

1312.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Sulfox's solution](#)

1313.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Sulfox's solution](#)

1314.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Sulfox's solution](#)

1315.

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

[Sulfox's solution](#)

1316.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Sulfox's solution](#)

1317.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Sulfox's solution](#)

1318.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Sulfox's solution](#)

1319.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[Sulfox's solution](#)

1320.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[Sulfox's solution](#)

1321.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Sulfox's solution](#)

1322.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Sulfox's solution](#)

1323.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Sulfox's solution](#)

1324.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Sulfox's solution](#)

1325.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Sulfox's solution](#)

1326.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sulfox's solution](#)

1327.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Sulfox's solution](#)

1328.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Sulfox's solution](#)

1329.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Sulfox's solution](#)

1330.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · last AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Sulfox's solution](#)

1331.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Sulfox's solution](#)

1332.

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

[Sulfox's solution](#)

1333.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2019-11-12 · last AC: 2019-11-12 · GNU C++11 (first AC) · Tags: binary search, graphs

[Sulfox's solution](#)

1334.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Sulfox's solution](#)

1335.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Sulfox's solution](#)

1336.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[Sulfox's solution](#)

1337.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: implementation, interactive
[Sulfox's solution](#)

1338.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings
[Sulfox's solution](#)

1339.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[Sulfox's solution](#)

1340.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: data structures, sortings
[Sulfox's solution](#)

1341.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees
[Sulfox's solution](#)

1342.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · last AC: 2019-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[Sulfox's solution](#)

1343.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · last AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[Sulfox's solution](#)

1344.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math
[Sulfox's solution](#)

1345.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees
[Sulfox's solution](#)

1346.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-08 · last AC: 2019-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[Sulfox's solution](#)

1347.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

1348.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · last AC: 2019-01-11 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[Sulfox's solution](#)

1349.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: dp

[Sulfox's solution](#)

1350.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: data structures

[Sulfox's solution](#)

1351.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-12-05 · last AC: 2018-12-05 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Sulfox's solution](#)

1352.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-30 · last AC: 2018-11-30 · GNU C++11 (first AC) · Tags: flows, graphs

[Sulfox's solution](#)

1353.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: data structures, dsu

[Sulfox's solution](#)

1354.

1075F

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: data structures, dsu

[Sulfox's solution](#)

1355.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2018-11-23 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: interactive, probabilities

[Sulfox's solution](#)

1356.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-18 · last AC: 2018-09-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Sulfox's solution](#)

1357.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[Sulfox's solution](#)

1358.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-20 · last AC: 2018-08-20 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Sulfox's solution](#)

1359.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-29 · last AC: 2018-06-29 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[Sulfox's solution](#)

1360.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-06-03 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, trees

[Sulfox's solution](#)

1361.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2018-05-25 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp

[Sulfox's solution](#)

1362.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Sulfox's solution](#)

1363.

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[Sulfox's solution](#)

1364.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Sulfox's solution](#)

1365.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Sulfox's solution](#)

1366.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Sulfox's solution](#)

1367.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Sulfox's solution](#)

1368.

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Sulfox's solution](#)

1369.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Sulfox's solution](#)

1370.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Sulfox's solution](#)

1371.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Sulfox's solution](#)

1372.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Sulfox's solution](#)

1373.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Sulfox's solution](#)

1374.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Sulfox's solution](#)

1375.

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

[Sulfox's solution](#)

1376.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Sulfox's solution](#)

1377.

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

[Sulfox's solution](#)

1378.

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

[Sulfox's solution](#)

1379.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

1380.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

1381.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Sulfox's solution](#)

1382.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Sulfox's solution](#)

1383.

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

[Sulfox's solution](#)

1384.

1859E

[Maximum Monogosity](#) · [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

[Sulfox's solution](#)

1385.

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

[Sulfox's solution](#)

1386.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Sulfox's solution](#)

1387.

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

[Sulfox's solution](#)

1388.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Sulfox's solution](#)

1389.

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

[Sulfox's solution](#)

1390.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

1391.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Sulfox's solution](#)

1392.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Sulfox's solution](#)

1393.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Sulfox's solution](#)

1394.

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

[Sulfox's solution](#)

1395.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Sulfox's solution](#)

1396.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Sulfox's solution](#)

1397.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Sulfox's solution](#)

1398.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Sulfox's solution](#)

1399.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Sulfox's solution](#)

1400.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[Sulfox's solution](#)

1401.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Sulfox's solution](#)

1402.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Sulfox's solution](#)

1403.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sulfox's solution](#)

1404.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Sulfox's solution](#)

1405.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Sulfox's solution](#)

1406.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Sulfox's solution](#)

1407.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-12 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[Sulfox's solution](#)

1408.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: games, two pointers

[Sulfox's solution](#)

1409.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[Sulfox's solution](#)

1410.

1314B

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

Rating: 2500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: dp, implementation

[Sulfox's solution](#)

1411.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2019-11-26 · last AC: 2019-11-26 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Sulfox's solution](#)

1412.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Sulfox's solution](#)

1413.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[Sulfox's solution](#)

1414.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-20 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games

[Sulfox's solution](#)

1415.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · last AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Sulfox's solution](#)

1416.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[Sulfox's solution](#)

1417.

1195F

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

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: data structures, geometry, math, sortings

[Sulfox's solution](#)

1418.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: dp

[Sulfox's solution](#)

1419.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[Sulfox's solution](#)

1420.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-09 · last AC: 2019-03-13 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[Sulfox's solution](#)

1421.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · last AC: 2019-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Sulfox's solution](#)

1422.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: combinatorics, math

[Sulfox's solution](#)

1423.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: dsu

[Sulfox's solution](#)

1424.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2018-12-04 · last AC: 2018-12-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[Sulfox's solution](#)

1425.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-12-03 · last AC: 2018-12-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sulfox's solution](#)

1426.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: data structures

[Sulfox's solution](#)

1427.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-17 · last AC: 2018-09-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math

[Sulfox's solution](#)

1428.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2018-09-12 · last AC: 2018-09-12 · GNU C++11 (first AC) · Tags: data structures, implementation

[Sulfox's solution](#)

1429.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Sulfox's solution](#)

1430.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Sulfox's solution](#)

1431.

2138D

[Antiamunty and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Sulfox's solution](#)

1432.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Sulfox's solution](#)

1433.

2122E

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

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Sulfox's solution](#)

1434.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Sulfox's solution](#)

1435.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Sulfox's solution](#)

1436.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[Sulfox's solution](#)

1437.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Sulfox's solution](#)

1438.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Sulfox's solution](#)

1439.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Sulfox's solution](#)

1440.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Sulfox's solution](#)

1441.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Sulfox's solution](#)

1442.

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

[Sulfox's solution](#)

1443.

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

[Sulfox's solution](#)

1444.

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

[Sulfox's solution](#)

1445.

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

[Sulfox's solution](#)

1446.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Sulfox's solution](#)

1447.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Sulfox's solution](#)

1448.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sulfox's solution](#)

1449.

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

[Sulfox's solution](#)

1450.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sulfox's solution](#)

1451.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Sulfox's solution](#)

1452.

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

[Sulfox's solution](#)

1453.

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Sulfox's solution](#)

1454.

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

[Sulfox's solution](#)

1455.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Sulfox's solution](#)

1456.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory
[Sulfox's solution](#)

1457.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities
[Sulfox's solution](#)

1458.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[Sulfox's solution](#)

1459.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[Sulfox's solution](#)

1460.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Sulfox's solution](#)

1461.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[Sulfox's solution](#)

1462.

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
[Sulfox's solution](#)

1463.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[Sulfox's solution](#)

1464.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[Sulfox's solution](#)

1465.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[Sulfox's solution](#)

1466.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Sulfox's solution](#)

1467.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Sulfox's solution](#)

1468.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Sulfox's solution](#)

1469.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sulfox's solution](#)

1470.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Sulfox's solution](#)

1471.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-09-27 · last AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Sulfox's solution](#)

1472.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Sulfox's solution](#)

1473.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy

[Sulfox's solution](#)

1474.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Sulfox's solution](#)

1475.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Sulfox's solution](#)

1476.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Sulfox's solution](#)

1477.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Sulfox's solution](#)

1478.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[Sulfox's solution](#)

1479.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Sulfox's solution](#)

1480.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: math

[Sulfox's solution](#)

1481.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Sulfox's solution](#)

1482.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Sulfox's solution](#)

1483.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-09-22 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Sulfox's solution](#)

1484.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · last AC: 2019-09-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Sulfox's solution](#)

1485.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: dp, probabilities

[Sulfox's solution](#)

1486.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-13 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms,

geometry, greedy, math

[Sulfox's solution](#)

1487.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Sulfox's solution](#)

1488.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Sulfox's solution](#)

1489.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Sulfox's solution](#)

1490.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: data structures, trees

[Sulfox's solution](#)

1491.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2019-01-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Sulfox's solution](#)

1492.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: brute force, data structures

[Sulfox's solution](#)

1493.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-12-04 · last AC: 2018-12-04 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[Sulfox's solution](#)

1494.

2144F

[Bracket Groups](#) · [Tutorial](#)

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

[Sulfox's solution](#)

1495.

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

[Sulfox's solution](#)

1496.

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

[Sulfox's solution](#)

1497.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Sulfox's solution](#)

1498.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Sulfox's solution](#)

1499.

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

[Sulfox's solution](#)

1500.

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

[Sulfox's solution](#)

1501.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Sulfox's solution](#)

1502.

1856E2

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

Quality: 1,756 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

[Sulfox's solution](#)

1503.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-06-17 · last AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Sulfox's solution](#)

1504.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Sulfox's solution](#)

1505.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Sulfox's solution](#)

1506.

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

[Sulfox's solution](#)

1507.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Sulfox's solution](#)

1508.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Sulfox's solution](#)

1509.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[Sulfox's solution](#)

1510.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2020-09-10 · last AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sulfox's solution](#)

1511.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Sulfox's solution](#)

1512.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2020-09-05 · last AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Sulfox's solution](#)

1513.

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2020-09-03 · last AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Sulfox's solution](#)

1514.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Sulfox's solution](#)

1515.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees

[Sulfox's solution](#)

1516.

1336E1

[Chori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Sulfox's solution](#)

1517.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[Sulfox's solution](#)

1518.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-19 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Sulfox's solution](#)

1519.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-09-16 · last AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[Sulfox's solution](#)

1520.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Sulfox's solution](#)

1521.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Sulfox's solution](#)

1522.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · last AC: 2019-05-02 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[Sulfox's solution](#)

1523.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Sulfox's solution](#)

1524.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2019-02-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing

[Sulfox's solution](#)

1525.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Sulfox's solution](#)

1526.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2019-02-04 · last AC: 2019-02-04 · GNU C++11 (first AC) · Tags: data structures, geometry

[Sulfox's solution](#)

1527.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2018-06-13 · GNU C++ (first AC) · Tags: brute force, combinatorics

[Sulfox's solution](#)

1528.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2018-06-03 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[Sulfox's solution](#)

1529.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Sulfox's solution](#)

1530.

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

[Sulfox's solution](#)

1531.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Sulfox's solution](#)

1532.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Sulfox's solution](#)

1533.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Sulfox's solution](#)

1534.

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

[Sulfox's solution](#)

1535.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[Sulfox's solution](#)

1536.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Sulfox's solution](#)

1537.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Sulfox's solution](#)

1538.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Sulfox's solution](#)

1539.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Sulfox's solution](#)

1540.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Sulfox's solution](#)

1541.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Sulfox's solution](#)

1542.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[Sulfox's solution](#)

1543.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Sulfox's solution](#)

1544.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Sulfox's solution](#)

1545.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Sulfox's solution](#)

1546.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Sulfox's solution](#)

1547.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Sulfox's solution](#)

1548.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Sulfox's solution](#)

1549.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Sulfox's solution](#)

1550.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Sulfox's solution](#)

1551.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Sulfox's solution](#)

1552.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Sulfox's solution](#)

1553.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Sulfox's solution](#)

1554.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Sulfox's solution](#)

1555.

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

[Sulfox's solution](#)

1556.

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

[Sulfox's solution](#)

1557.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs

[Sulfox's solution](#)

1558.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Sulfox's solution](#)

1559.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Sulfox's solution](#)

1560.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities

[Sulfox's solution](#)

1561.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Sulfox's solution](#)

1562.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Sulfox's solution](#)

1563.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Sulfox's solution](#)

1564.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sulfox's solution](#)

1565.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Sulfox's solution](#)

1566.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Sulfox's solution](#)

1567.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sulfox's solution](#)

1568.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Sulfox's solution](#)

1569.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sulfox's solution](#)

1570.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Sulfox's solution](#)

1571.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Sulfox's solution](#)

1572.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[Sulfox's solution](#)

1573.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, strings

[Sulfox's solution](#)

1574.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-09-22 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Sulfox's solution](#)

1575.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[Sulfox's solution](#)

1576.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Sulfox's solution](#)

1577.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[Sulfox's solution](#)

1578.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: data structures, strings, trees

[Sulfox's solution](#)

1579.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2018-06-13 · GNU C++ (first AC) · Tags: dp

[Sulfox's solution](#)

1580.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Sulfox's solution](#)

1581.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Sulfox's solution](#)

1582.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Sulfox's solution](#)

1583.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Sulfox's solution](#)

1584.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Sulfox's solution](#)

1585.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-22 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Sulfox's solution](#)

1586.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Sulfox's solution](#)

1587.

2018F1

[Speedbreaker Counting \(Easy Version\) · Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Sulfox's solution](#)

1588.

1906G

[Grid Game 2 · Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory

[Sulfox's solution](#)

1589.

1810H

[Last Number · Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Sulfox's solution](#)

1590.

1847E

[Triangle Platinum? · Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Sulfox's solution](#)

1591.

1479D

[Odd Mineral Resource · Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Sulfox's solution](#)

1592.

704C

[Black Widow · Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, math

[Sulfox's solution](#)

1593.

685C

[Optimal Point · Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sulfox's solution](#)

1594.

643F

[Bears and Juice · Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle

[Sulfox's solution](#)

1595.

643D

[Bearish Fanpages · Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1596.

671D

[Roads in Yusland · Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Sulfox's solution](#)

1597.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Sulfox's solution](#)

1598.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2020-09-22 · last AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[Sulfox's solution](#)

1599.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Sulfox's solution](#)

1600.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Sulfox's solution](#)

1601.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Sulfox's solution](#)

1602.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Sulfox's solution](#)

1603.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows

[Sulfox's solution](#)

1604.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Sulfox's solution](#)

1605.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[Sulfox's solution](#)

1606.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Sulfox's solution](#)

1607.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Sulfox's solution](#)

1608.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Sulfox's solution](#)

1609.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: greedy, number theory, probabilities

[Sulfox's solution](#)

1610.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp

[Sulfox's solution](#)

1611.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

1612.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2019-04-13 · last AC: 2019-04-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Sulfox's solution](#)

1613.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[Sulfox's solution](#)

1614.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Sulfox's solution](#)

1615.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Sulfox's solution](#)

1616.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Sulfox's solution](#)

1617.

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

[Sulfox's solution](#)

1618.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Sulfox's solution](#)

1619.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Sulfox's solution](#)

1620.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Sulfox's solution](#)

1621.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Sulfox's solution](#)

1622.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sulfox's solution](#)

1623.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Sulfox's solution](#)

1624.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sulfox's solution](#)

1625.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Sulfox's solution](#)

1626.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[Sulfox's solution](#)

1627.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Sulfox's solution](#)

1628.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, expression parsing

[Sulfox's solution](#)

1629.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2020-09-04 · last AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Sulfox's solution](#)

1630.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Sulfox's solution](#)

1631.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sulfox's solution](#)

1632.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Sulfox's solution](#)

1633.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[Sulfox's solution](#)

1634.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Sulfox's solution](#)

1635.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees

[Sulfox's solution](#)

1636.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2019-11-22 · last AC: 2019-11-22 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Sulfox's solution](#)

1637.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, greedy

[Sulfox's solution](#)

1638.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: data structures, strings

[Sulfox's solution](#)

1639.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Sulfox's solution](#)

1640.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Sulfox's solution](#)

1641.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Sulfox's solution](#)

1642.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Sulfox's solution](#)

1643.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Sulfox's solution](#)

1644.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Sulfox's solution](#)

1645.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Sulfox's solution](#)

1646.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sulfox's solution](#)

1647.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Sulfox's solution](#)

1648.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Sulfox's solution](#)

1649.

1425C

[Captain of Knights](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3100 · first AC: 2020-09-27 · last AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[Sulfox's solution](#)

1650.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[Sulfox's solution](#)

1651.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Sulfox's solution](#)

1652.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2020-08-28 · last AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Sulfox's solution](#)

1653.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Sulfox's solution](#)

1654.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-08-25 · last AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sulfox's solution](#)

1655.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[Sulfox's solution](#)

1656.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: fft, math, matrices

[Sulfox's solution](#)

1657.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-11 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Sulfox's solution](#)

1658.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Sulfox's solution](#)

1659.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[Sulfox's solution](#)

1660.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Sulfox's solution](#)

1661.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Sulfox's solution](#)

1662.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Sulfox's solution](#)

1663.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Sulfox's solution](#)

1664.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sulfox's solution](#)

1665.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry

[Sulfox's solution](#)

1666.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2020-10-27 · last AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sulfox's solution](#)

1667.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[Sulfox's solution](#)

1668.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[Sulfox's solution](#)

1669.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[Sulfox's solution](#)

1670.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[Sulfox's solution](#)

1671.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2020-09-15 · last AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Sulfox's solution](#)

1672.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2020-09-10 · last AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees

[Sulfox's solution](#)

1673.

571E

[Geometric Progressions](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3200 · first AC: 2020-09-09 · last AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[Sulfox's solution](#)

1674.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Sulfox's solution](#)

1675.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[Sulfox's solution](#)

1676.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2019-11-27 · last AC: 2020-09-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees

[Sulfox's solution](#)

1677.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[Sulfox's solution](#)

1678.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2020-05-20 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Sulfox's solution](#)

1679.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[Sulfox's solution](#)

1680.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2019-04-11 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: fft, math

[Sulfox's solution](#)

1681.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2019-02-09 · last AC: 2019-02-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[Sulfox's solution](#)

1682.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sulfox's solution](#)

1683.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Sulfox's solution](#)

1684.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sulfox's solution](#)

1685.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Sulfox's solution](#)

1686.

696F

[...Dary!](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, two pointers

[Sulfox's solution](#)

1687.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, trees

[Sulfox's solution](#)

1688.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Sulfox's solution](#)

1689.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Sulfox's solution](#)

1690.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[Sulfox's solution](#)

1691.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Sulfox's solution](#)

1692.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[Sulfox's solution](#)

1693.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Sulfox's solution](#)

1694.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: data structures

[Sulfox's solution](#)

1695.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: data structures

[Sulfox's solution](#)

1696.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[Sulfox's solution](#)

1697.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Sulfox's solution](#)

1698.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2020-10-09 · last AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Sulfox's solution](#)

1699.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2020-09-27 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Sulfox's solution](#)

1700.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-11 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Sulfox's solution](#)

1701.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[Sulfox's solution](#)

1702.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Sulfox's solution](#)

1703.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Sulfox's solution](#)

1704.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Sulfox's solution](#)

1705.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Sulfox's solution](#)

1706.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 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

[Sulfox's solution](#)

1707.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,207 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sulfox's solution](#)

1708.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Sulfox's solution](#)

1709.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[Sulfox's solution](#)

1710.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive

[Sulfox's solution](#)

1711.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Sulfox's solution](#)

1712.

2214C

[And? · Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks

[Sulfox's solution](#)

1713.

2214A

[Odd One Out · Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[Sulfox's solution](#)

1714.

2214B

[Are You Smiling? · Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[Sulfox's solution](#)

1715.

2198B

[Fibonacciness · Tutorial](#)

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[Sulfox's solution](#)

1716.

2198A

[Twice · Tutorial](#)

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, implementation

[Sulfox's solution](#)

1717.

106144K

[Strange Array · Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1718.

106144L

[Red and Blue Edges · Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1719.

106144H

[Rigged Matchmaking · Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1720.

106144B

[Convex Interval · Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1721.

106144C

[Monocarp, Polycarp and Brackets · Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1722.

106144E

[Limousine Rally · Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1723.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1724.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1725.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1726.

106144G

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

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1727.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1728.

102155I

[\$\\$ \leq \\$\$ or \$\\$ \geq \\$\$](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1729.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1730.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1731.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1732.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1733.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1734.

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1735.

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1736.

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1737.

106124I

[Instagraph](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1738.

106124C

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

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1739.

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1740.

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1741.

106124A

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

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1742.

103492J

[Bigraph Extension](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1743.

103492H

[Subpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1744.

103492E

[Monopoly](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1745.

103492I

[Public Transport System](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1746.

103492K

[Jumping Monkey](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1747.

103492B

[Kanade Doesn't Want to Learn CG](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1748.

103492D

[Primality Test](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1749.

103492F

[Nun Heh Heh Aaaaaaaaaaaaa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1750.

2142H

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

Rating: — · first AC: 2025-09-10 · Kotlin 2.2 (first AC) · Tags: *special

[Sulfox's solution](#)

1751.

2142F

[Permutation of Rows and Columns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: *special, data structures, math, matrices

[Sulfox's solution](#)

1752.

2142E

[Iva & Pav](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: *special, binary search, bitmasks, greedy

[Sulfox's solution](#)

1753.

2142D

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math, strings

[Sulfox's solution](#)

1754.

2142C

[YetanotherrokenKeoard](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: *special, data structures, implementation, strings

[Sulfox's solution](#)

1755.

2142B

[Dislike of Threes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: *special, implementation

[Sulfox's solution](#)

1756.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · last AC: 2025-09-09 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Sulfox's solution](#)

1757.

106035F

[Mobile Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1758.

106035H

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

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1759.

106035M

[Playing with magnets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1760.

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1761.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1762.

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: —

[Sulfox's solution](#)

1763.

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: —

[Sulfox's solution](#)

1764.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1765.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1766.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1767.

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1768.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1769.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1770.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1771.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1772.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1773.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1774.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1775.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1776.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1777.

105170A

[Eminor Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1778.

105170F

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1779.

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1780.

105170C

[Fibonacci Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1781.

105170D

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1782.

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1783.

105170E

[Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1784.

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1785.

105170I

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

Rating: — · first AC: 2025-05-22 · PyPy 3-64 (first AC) · Tags: —

[Sulfox's solution](#)

1786.

105909E

[Wejān y^k_](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1787.

105909L

[• Qābāb*](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1788.

105909C

[^f\(w, S\)~!](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1789.

105909G

[Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1790.

105909F

[Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1791.

105909A

[Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1792.

105909I

[Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1793.

105909K

[Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1794.

105909J

[Generate 01 String · Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1795.

105909M

[Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1796.

105909D

[Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1797.

105909H

[What is all you need? · Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1798.

105891M

[Nightmare · Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1799.

105891F

[LOCK S · Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1800.

105891I

[magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1801.

105891E

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1802.

105891D

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1803.

105891K

[Welfare](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1804.

105891G

[student](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1805.

105891J

[Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1806.

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1807.

105891L

[easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1808.

105891A

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1809.

105173G

[Diamond](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1810.

105173H

[Meet](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1811.

105173K

[Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1812.

105173F

[Factor](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1813.

105173M

[House](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1814.

105173L

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

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1815.

105173I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1816.

105173E

[Checksum](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1817.

105173D

[nIM gAME](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1818.

105173A

[Paper Watering](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Sulfox's solution](#)

1819.

105173J

[Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: —

[Sulfox's solution](#)

1820.

2087F

[Weapon Upgrade](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Sulfox's solution](#)

1821.

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Sulfox's solution](#)

1822.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Sulfox's solution](#)

1823.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive

[Sulfox's solution](#)

1824.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Sulfox's solution](#)

1825.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Sulfox's solution](#)

1826.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Sulfox's solution](#)

1827.

2095I

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

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory

[Sulfox's solution](#)

1828.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory

[Sulfox's solution](#)

1829.

2095G

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

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[Sulfox's solution](#)

1830.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[Sulfox's solution](#)

1831.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[Sulfox's solution](#)

1832.

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[Sulfox's solution](#)

1833.

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, graphs, greedy

[Sulfox's solution](#)

1834.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, data structures, greedy

[Sulfox's solution](#)

1835.

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

[Sulfox's solution](#)

1836.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Sulfox's solution](#)

1837.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Sulfox's solution](#)

1838.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Sulfox's solution](#)

1839.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Sulfox's solution](#)

1840.

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: *special, strings

[Sulfox's solution](#)

1841.

2012A

[My First Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · last AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: *special, implementation, sortings

[Sulfox's solution](#)

1842.

104633B

[The Cost of Speed Limits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sulfox's solution](#)

1843.

104633C

[Domes](#) · [Tutorial](#)

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

[Sulfox's solution](#)

1844.

104633F

[Ley Lines](#) · [Tutorial](#)

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

[Sulfox's solution](#)

1845.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sulfox's solution](#)

1846.

104633A

[Cardiology](#) · [Tutorial](#)

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

[Sulfox's solution](#)

1847.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: —

[Sulfox's solution](#)

1848.

104633D

[Gene Folding](#) · [Tutorial](#)

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

[Sulfox's solution](#)

1849.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

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

[Sulfox's solution](#)

1850.

104633E

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

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

[Sulfox's solution](#)

1851.

104633G

[Opportunity Cost](#) · [Tutorial](#)

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

[Sulfox's solution](#)

1852.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1853.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1854.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1855.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1856.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1857.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1858.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1859.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1860.

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1861.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sulfox's solution](#)

1862.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1863.

105255B

[Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1864.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1865.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1866.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sulfox's solution](#)

1867.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1868.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sulfox's solution](#)

1869.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1870.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1871.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1872.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sulfox's solution](#)

1873.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1874.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sulfox's solution](#)

1875.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sulfox's solution](#)

1876.

102056E

[Immortal ... Universe](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1877.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1878.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1879.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1880.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1881.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1882.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1883.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1884.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1885.

104857C

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

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1886.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1887.

104857K

[Campus Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1888.

104172D

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

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1889.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1890.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1891.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1892.

104160M

[Vulpecula](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1893.

104160J

[Referee Without Red](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1894.

104090B

[Useful Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1895.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1896.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1897.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1898.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1899.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1900.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1901.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1902.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1903.

104813C

[Karshilov's Matching Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1904.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1905.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1906.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1907.

104791A

[Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1908.

104053J

[Math Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1909.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1910.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1911.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1912.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1913.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1914.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1915.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1916.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1917.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1918.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1919.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1920.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1921.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1922.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1923.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1924.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1925.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1926.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1927.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1928.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1929.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1930.

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1931.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1932.

103098F

[Friendship Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1933.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1934.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1935.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1936.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1937.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1938.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1939.

101380G

[Questionable Genetic Detection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sulfox's solution](#)

1940.

101380A

[Enjoy Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sulfox's solution](#)

1941.

101380D

[Disconnected Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1942.

101380C

[Completely Non-zero Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1943.

101380H

[Strictly Off Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1944.

100025C

[Amoeba](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sulfox's solution](#)

1945.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Sulfox's solution](#)

1946.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[Sulfox's solution](#)

1947.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Sulfox's solution](#)

1948.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Sulfox's solution](#)

1949.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry, math

[Sulfox's solution](#)

1950.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[Sulfox's solution](#)

1951.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation

[Sulfox's solution](#)

1952.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings

[Sulfox's solution](#)

1953.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1954.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1955.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1956.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1957.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1958.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1959.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1960.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1961.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1962.

101471G

[Replicate Replicate Rpflichte](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1963.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1964.

101471A

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

Rating: — · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1965.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1966.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-05 · last AC: 2021-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1967.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-05 · last AC: 2021-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1968.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-05 · last AC: 2021-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1969.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-05 · last AC: 2021-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1970.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1971.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1972.

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1973.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1974.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1975.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · last AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1976.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · last AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1977.

101242G

[Oj](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · last AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1978.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · last AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1979.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · last AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1980.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · last AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1981.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · last AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1982.

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1983.

101239G

[Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1984.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1985.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1986.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1987.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · last AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1988.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · last AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1989.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · last AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1990.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · last AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1991.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1992.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · last AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1993.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1994.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1995.

101221L

[Wire Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1996.

101221F

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1997.

101221H

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1998.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

1999.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

2000.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

2001.

101221A

[Baggage](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

2002.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · last AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

2003.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · last AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

2004.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · last AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

2005.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · last AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

2006.

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sulfox's solution](#)

2007.

100162E

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: —

[Sulfox's solution](#)