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Unique solved — Tahirliyev

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

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

Filters: none

Count: 1,610

1.

2211A

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

Quality: 16,099 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)

[Tahirliyev's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)

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3.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [games](#)

[Tahirliyev's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

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5.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

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6.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [number theory](#)

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7.

2172A

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

Quality: 14,562 global accepts · Rating: 800 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

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8.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: [games](#), [greedy](#), [implementation](#), [math](#)

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9.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#)

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10.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

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11.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Tahriyev's solution](#)

12.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tahriyev's solution](#)

13.

2145A

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

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[Tahriyev's solution](#)

14.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,176 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Tahriyev's solution](#)

15.

2152A

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

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[Tahriyev's solution](#)

16.

2137A

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

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[Tahriyev's solution](#)

17.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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18.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Tahriyev's solution](#)

19.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,442 global accepts · Rating: 800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[Tahriyev's solution](#)

20.

1088A

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Quality: 17,636 global accepts · Rating: 800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Tahriyev's solution](#)

21.

1003A

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

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22.

2127A

[Mix Mex Max](#) · [Tutorial](#)

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[Tahriyev's solution](#)

23.

2131B

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Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahriyev's solution](#)

24.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,873 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

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25.

2130A

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

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26.

2128A

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27.

2122A

[Greedy Grid](#) · [Tutorial](#)

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28.

2123B

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29.

2123A

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[Tahriyev's solution](#)

30.

2125A

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

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31.

2124A

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

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32.

2126B

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[Tahirliyev's solution](#)

33.

2126A

[Only One Digit](#) · [Tutorial](#)

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34.

2121B

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35.

2121A

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36.

2117B

[Shrink](#) · [Tutorial](#)

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37.

2117A

[False Alarm](#) · [Tutorial](#)

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38.

2110A

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39.

2075A

[To Zero](#) · [Tutorial](#)

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40.

2108A

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41.

2107A

[LRC and VIP](#) · [Tutorial](#)

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42.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math

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43.

2106A

[Dr. TC](#) · [Tutorial](#)

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44.

2103A

[Common Multiple](#) · [Tutorial](#)

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45.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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46.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

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47.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,305 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: strings

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48.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

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49.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

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50.

2084A

[Max and Mod](#) · [Tutorial](#)

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51.

2056A

[Shape Perimeter](#) · [Tutorial](#)

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52.

2090A

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Quality: 21,377 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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53.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,762 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

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54.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,324 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[Tahirliyev's solution](#)

55.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,707 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

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56.

2091A

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57.

2092A

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

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58.

2003B

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

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59.

2003A

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

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60.

1549B

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61.

2070A

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62.

2072A

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Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

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63.

2067A

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Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

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64.

2069A

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

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65.

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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66.

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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67.

2062A

[String](#) · [Tutorial](#)

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68.

2063A

[Minimal Coprime](#) · [Tutorial](#)

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69.

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

70.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Tahirliyev's solution](#)

71.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

72.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

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73.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,769 global accepts · Rating: 800 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

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74.

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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75.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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76.

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

[Tahirliyev's solution](#)

77.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

78.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Tahirliyev's solution](#)

79.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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80.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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81.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

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82.

977A

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

Quality: 217,539 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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83.

59A

[Word](#) · [Tutorial](#)

Quality: 227,996 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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84.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,262 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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85.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,632 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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86.

791A

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

Quality: 257,308 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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87.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,112 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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88.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,055 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Tahirliyev's solution](#)

89.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,435 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

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90.

112A

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

Quality: 287,318 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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91.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,087 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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92.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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93.

2047A

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

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94.

2034A

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

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95.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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96.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,800 global accepts · Rating: 800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

97.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,551 global accepts · Rating: 800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Tahirliyev's solution](#)

98.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,390 global accepts · Rating: 800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tahirliyev's solution](#)

99.

231A

[Team](#) · [Tutorial](#)

Quality: 430,366 global accepts · Rating: 800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Tahirliyev's solution](#)

100.

71A

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

Quality: 503,384 global accepts · Rating: 800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Tahirliyev's solution](#)

101.

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Tahirliyev's solution](#)

102.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

103.

2033A

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

Quality: 41,165 global accepts · Rating: 800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Tahirliyev's solution](#)

104.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Tahirliyev's solution](#)

105.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Tahirliyev's solution](#)

106.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Tahirliyev's solution](#)

107.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Tahirliyev's solution](#)

108.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Tahirliyev's solution](#)

109.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[Tahirliyev's solution](#)

110.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[Tahirliyev's solution](#)

111.

2020A

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

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Tahirliyev's solution](#)

112.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Tahirliyev's solution](#)

113.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Tahirliyev's solution](#)

114.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tahirliyev's solution](#)

115.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tahirliyev's solution](#)

116.

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Tahirliyev's solution](#)

117.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Tahirliyev's solution](#)

118.

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tahirliyev's solution](#)

119.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

120.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

121.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

122.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

123.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Tahirliyev's solution](#)

124.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Tahirliyev's solution](#)

125.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

126.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,390 global accepts · Rating: 800 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Tahirliyev's solution](#)

127.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Tahirliyev's solution](#)

128.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,042 global accepts · Rating: 800 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tahirliyev's solution](#)

129.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

130.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,961 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

131.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

132.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Tahirliyev's solution](#)

133.

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

[Tahirliyev's solution](#)

134.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tahirliyev's solution](#)

135.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Tahirliyev's solution](#)

136.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tahirliyev's solution](#)

137.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Tahirliyev's solution](#)

138.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Tahirliyev's solution](#)

139.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,827 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

140.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,099 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Tahirliyev's solution](#)

141.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Tahirliyev's solution](#)

142.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,489 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Tahirliyev's solution](#)

143.

1409A

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

Quality: 80,439 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

144.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tahirliyev's solution](#)

145.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Tahirliyev's solution](#)

146.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Tahirliyev's solution](#)

147.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

148.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

149.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[Tahirliyev's solution](#)

150.

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Tahirliyev's solution](#)

151.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,384 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Tahirliyev's solution](#)

152.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Tahirliyev's solution](#)

153.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

154.

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

[Tahirliyev's solution](#)

155.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Tahirliyev's solution](#)

156.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Tahirliyev's solution](#)

157.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,206 global accepts · Rating: 800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

158.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

159.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Tahirliyev's solution](#)

160.

1968B

[Prefiqence](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Tahirliyev's solution](#)

161.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Tahirliyev's solution](#)

162.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Tahirliyev's solution](#)

163.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Tahirliyev's solution](#)

164.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tahirliyev's solution](#)

165.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Tahirliyev's solution](#)

166.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Tahirliyev's solution](#)

167.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

168.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Tahirliyev's solution](#)

169.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Tahirliyev's solution](#)

170.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

171.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Tahirliyev's solution](#)

172.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Tahirliyev's solution](#)

173.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[Tahirliyev's solution](#)

174.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[Tahirliyev's solution](#)

175.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[Tahirliyev's solution](#)

176.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Tahirliyev's solution](#)

177.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Tahirliyev's solution](#)

178.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[Tahirliyev's solution](#)

179.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Tahirliyev's solution](#)

180.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math
[Tahirliyev's solution](#)

181.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,375 global accepts · Rating: 800 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Tahirliyev's solution](#)

182.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

183.

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Tahirliyev's solution](#)

184.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Tahirliyev's solution](#)

185.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

186.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Tahirliyev's solution](#)

187.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

188.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

189.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Tahirliyev's solution](#)

190.

1926A

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

Quality: 62,212 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tahirliyev's solution](#)

191.

1930A

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

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Tahirliyev's solution](#)

192.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahirliyev's solution](#)

193.

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Tahirliyev's solution](#)

194.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Tahirliyev's solution](#)

195.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

196.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

197.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Tahirliyev's solution](#)

198.

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

[Tahirliyev's solution](#)

199.

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

[Tahirliyev's solution](#)

200.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Tahirliyev's solution](#)

201.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,034 global accepts · Rating: 800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tahirliyev's solution](#)

202.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[Tahirliyev's solution](#)

203.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation, math, number theory

[Tahirliyev's solution](#)

204.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,194 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Tahirliyev's solution](#)

205.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Tahirliyev's solution](#)

206.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Tahirliyev's solution](#)

207.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

208.

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

[Tahirliyev's solution](#)

209.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Tahirliyev's solution](#)

210.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

211.

1914A

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

Quality: 35,158 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Tahirliyev's solution](#)

212.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,704 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Tahirliyev's solution](#)

213.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,152 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Tahirliyev's solution](#)

214.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Tahirliyev's solution](#)

215.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,377 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

216.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Tahirliyev's solution](#)

217.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

218.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Tahirliyev's solution](#)

219.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Tahirliyev's solution](#)

220.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,164 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tahirliyev's solution](#)

221.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

222.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

223.

1878A

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

Quality: 78,712 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

224.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

225.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tahirliyev's solution](#)

226.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Tahirliyev's solution](#)

227.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

228.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

229.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,477 global accepts · Rating: 900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Tahirliyev's solution](#)

230.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

231.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Tahirliyev's solution](#)

232.

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Tahirliyev's solution](#)

233.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahirliyev's solution](#)

234.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

235.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

236.

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Tahirliyev's solution](#)

237.

2072B

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

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Tahirliyev's solution](#)

238.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

239.

2060C

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

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[Tahirliyev's solution](#)

240.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

241.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Tahirliyev's solution](#)

242.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, strings

[Tahirliyev's solution](#)

243.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Tahirliyev's solution](#)

244.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Tahirliyev's solution](#)

245.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Tahirliyev's solution](#)

246.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Tahirliyev's solution](#)

247.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tahirliyev's solution](#)

248.

2026A

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

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

[Tahirliyev's solution](#)

249.

2007B

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

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Tahirliyev's solution](#)

250.

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahirliyev's solution](#)

251.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Tahirliyev's solution](#)

252.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

253.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Tahirliyev's solution](#)

254.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Tahirliyev's solution](#)

255.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Tahirliyev's solution](#)

256.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

257.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[TahiriyeV's solution](#)

258.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[TahiriyeV's solution](#)

259.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[TahiriyeV's solution](#)

260.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,714 global accepts · Rating: 900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[TahiriyeV's solution](#)

261.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[TahiriyeV's solution](#)

262.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[TahiriyeV's solution](#)

263.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,713 global accepts · Rating: 900 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: strings

[TahiriyeV's solution](#)

264.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[TahiriyeV's solution](#)

265.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[TahiriyeV's solution](#)

266.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[TahiriyeV's solution](#)

267.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[TahiriyeV's solution](#)

268.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Tahirliyev's solution](#)

269.

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[Tahirliyev's solution](#)

270.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Tahirliyev's solution](#)

271.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Tahirliyev's solution](#)

272.

1872B

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

Quality: 30,502 global accepts · Rating: 900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Tahirliyev's solution](#)

273.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[Tahirliyev's solution](#)

274.

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[Tahirliyev's solution](#)

275.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Tahirliyev's solution](#)

276.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[Tahirliyev's solution](#)

277.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[Tahirliyev's solution](#)

278.

1878C

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

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[Tahirliyev's solution](#)

279.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

280.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Tahirliyev's solution](#)

281.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

282.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

283.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

284.

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

285.

2148D

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

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Tahirliyev's solution](#)

286.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

287.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Tahirliyev's solution](#)

288.

649A

[A: NO 80Ä KCR GC,,AC´0 Aô>C´8C#0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Tahirliyev's solution](#)

289.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tahirliyev's solution](#)

290.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[Tahirliyev's solution](#)

291.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

292.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Tahirliyev's solution](#)

293.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Tahirliyev's solution](#)

294.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Tahirliyev's solution](#)

295.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[Tahirliyev's solution](#)

296.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

297.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Tahirliyev's solution](#)

298.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Tahirliyev's solution](#)

299.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Tahirliyev's solution](#)

300.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Tahirliyev's solution](#)

301.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,476 global accepts · Rating: 1000 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Tahirliyev's solution](#)

302.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

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

[Tahirliyev's solution](#)

303.

2039B

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

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

[Tahirliyev's solution](#)

304.

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Tahirliyev's solution](#)

305.

1300B

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Quality: 25,914 global accepts · Rating: 1000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Tahirliyev's solution](#)

306.

2004B

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Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Tahirliyev's solution](#)

307.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Tahirliyev's solution](#)

308.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Tahirliyev's solution](#)

309.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Tahirliyev's solution](#)

310.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Tahirliyev's solution](#)

311.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

312.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tahirliyev's solution](#)

313.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

314.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Tahirliyev's solution](#)

315.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,994 global accepts · Rating: 1000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Tahirliyev's solution](#)

316.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

317.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

318.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Tahirliyev's solution](#)

319.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Tahirliyev's solution](#)

320.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number

theory

[Tahirliyev's solution](#)

321.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[Tahirliyev's solution](#)

322.

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Tahirliyev's solution](#)

323.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

324.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Tahirliyev's solution](#)

325.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tahirliyev's solution](#)

326.

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

[Tahirliyev's solution](#)

327.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Tahirliyev's solution](#)

328.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tahirliyev's solution](#)

329.

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Tahirliyev's solution](#)

330.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[Tahirliyev's solution](#)

331.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

332.

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Tahirliyev's solution](#)

333.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,915 global accepts · Rating: 1100 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Tahirliyev's solution](#)

334.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Tahirliyev's solution](#)

335.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[Tahirliyev's solution](#)

336.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 1100 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Tahirliyev's solution](#)

337.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[Tahirliyev's solution](#)

338.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2025-08-19 · last AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Tahirliyev's solution](#)

339.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Tahirliyev's solution](#)

340.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tahirliyev's solution](#)

341.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Tahirliyev's solution](#)

342.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

343.

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Tahirliyev's solution](#)

344.

2126C

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

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Tahirliyev's solution](#)

345.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Tahirliyev's solution](#)

346.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Tahirliyev's solution](#)

347.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

348.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Tahirliyev's solution](#)

349.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,869 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Tahirliyev's solution](#)

350.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Tahirliyev's solution](#)

351.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Tahirliyev's solution](#)

352.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-29 · last AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Tahirliyev's solution](#)

353.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Tahirliyev's solution](#)

354.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Tahirliyev's solution](#)

355.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Tahirliyev's solution](#)

356.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Tahirliyev's solution](#)

357.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

358.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahirliyev's solution](#)

359.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Tahirliyev's solution](#)

360.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[Tahirliyev's solution](#)

361.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Tahirliyev's solution](#)

362.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Tahirliyev's solution](#)

363.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[Tahirliyev's solution](#)

364.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Tahirliyev's solution](#)

365.

2009C

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

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

366.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,461 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Tahirliyev's solution](#)

367.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[Tahirliyev's solution](#)

368.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Tahirliyev's solution](#)

369.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Tahirliyev's solution](#)

370.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tahirliyev's solution](#)

371.

1993B

[Parity and Sum](#) · [Tutorial](#)

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

[Tahirliyev's solution](#)

372.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tahirliyev's solution](#)

373.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Tahirliyev's solution](#)

374.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tahirliyev's solution](#)

375.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Tahirliyev's solution](#)

376.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Tahirliyev's solution](#)

377.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

378.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Tahirliyev's solution](#)

379.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tahirliyev's solution](#)

380.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Tahirliyev's solution](#)

381.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

382.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

383.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tahirliyev's solution](#)

384.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Tahirliyev's solution](#)

385.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Tahirliyev's solution](#)

386.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Tahirliyev's solution](#)

387.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Tahirliyev's solution](#)

388.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

389.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

390.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Tahirliyev's solution](#)

391.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Tahirliyev's solution](#)

392.

706B

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

Quality: 84,485 global accepts · Rating: 1100 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation

[Tahirliyev's solution](#)

393.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[Tahirliyev's solution](#)

394.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Tahirliyev's solution](#)

395.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[Tahirliyev's solution](#)

396.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[Tahirliyev's solution](#)

397.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,545 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Tahirliyev's solution](#)

398.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[Tahirliyev's solution](#)

399.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Tahirliyev's solution](#)

400.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[Tahirliyev's solution](#)

401.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[Tahirliyev's solution](#)

402.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Tahirliyev's solution](#)

403.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Tahirliyev's solution](#)

404.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Tahirliyev's solution](#)

405.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tahirliyev's solution](#)

406.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Tahirliyev's solution](#)

407.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tahirliyev's solution](#)

408.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

409.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tahirliyev's solution](#)

410.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Tahirliyev's solution](#)

411.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

412.

2123D

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

Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Tahirliyev's solution](#)

413.

2126D

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

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Tahirliyev's solution](#)

414.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

415.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Tahirliyev's solution](#)

416.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tahirliyev's solution](#)

417.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Tahirliyev's solution](#)

418.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

419.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Tahirliyev's solution](#)

420.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Tahirliyev's solution](#)

421.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahirliyev's solution](#)

422.

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Tahirliyev's solution](#)

423.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Tahirliyev's solution](#)

424.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tahirliyev's solution](#)

425.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[Tahirliyev's solution](#)

426.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[Tahirliyev's solution](#)

427.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Tahirliyev's solution](#)

428.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Tahirliyev's solution](#)

429.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Tahirliyev's solution](#)

430.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Tahirliyev's solution](#)

431.

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Tahirliyev's solution](#)

432.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Tahirliyev's solution](#)

433.

2039C1

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

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

[Tahirliyev's solution](#)

434.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Tahirliyev's solution](#)

435.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Tahirliyev's solution](#)

436.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

437.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Tahirliyev's solution](#)

438.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 1200 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Tahirliyev's solution](#)

439.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[Tahirliyev's solution](#)

440.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Tahirliyev's solution](#)

441.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Tahirliyev's solution](#)

442.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

443.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

444.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, sortings

[Tahirliyev's solution](#)

445.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Tahirliyev's solution](#)

446.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Tahirliyev's solution](#)

447.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Tahirliyev's solution](#)

448.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahirliyev's solution](#)

449.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Tahirliyev's solution](#)

450.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Tahirliyev's solution](#)

451.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Tahirliyev's solution](#)

452.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tahirliyev's solution](#)

453.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Tahirliyev's solution](#)

454.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[Tahirliyev's solution](#)

455.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Tahirliyev's solution](#)

456.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[Tahirliyev's solution](#)

457.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Tahirliyev's solution](#)

458.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation

[Tahirliyev's solution](#)

459.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tahirliyev's solution](#)

460.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math

[Tahirliyev's solution](#)

461.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Tahirliyev's solution](#)

462.

1954C

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

Quality: 22,749 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Tahirliyev's solution](#)

463.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

464.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Tahirliyev's solution](#)

465.

1875B

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

Rating: 1200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Tahirliyev's solution](#)

466.

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

[Tahirliyev's solution](#)

467.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Tahirliyev's solution](#)

468.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tahirliyev's solution](#)

469.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Tahirliyev's solution](#)

470.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Tahirliyev's solution](#)

471.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

472.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,850 global accepts · Rating: 1200 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

473.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Tahirliyev's solution](#)

474.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Tahirliyev's solution](#)

475.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Tahirliyev's solution](#)

476.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[TahiriyeV's solution](#)

477.

2211C1

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

Quality: 9,125 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

[TahiriyeV's solution](#)

478.

2172M

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

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[TahiriyeV's solution](#)

479.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[TahiriyeV's solution](#)

480.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[TahiriyeV's solution](#)

481.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[TahiriyeV's solution](#)

482.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[TahiriyeV's solution](#)

483.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[TahiriyeV's solution](#)

484.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[TahiriyeV's solution](#)

485.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[TahiriyeV's solution](#)

486.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Tahirliyev's solution](#)

487.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Tahirliyev's solution](#)

488.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[Tahirliyev's solution](#)

489.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

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490.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Tahirliyev's solution](#)

491.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Tahirliyev's solution](#)

492.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tahirliyev's solution](#)

493.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,214 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Tahirliyev's solution](#)

494.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

495.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Tahirliyev's solution](#)

496.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Tahirliyev's solution](#)

497.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Tahirliyev's solution](#)

498.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Tahirliyev's solution](#)

499.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[Tahirliyev's solution](#)

500.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Tahirliyev's solution](#)

501.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Tahirliyev's solution](#)

502.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tahirliyev's solution](#)

503.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Tahirliyev's solution](#)

504.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Tahirliyev's solution](#)

505.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[Tahirliyev's solution](#)

506.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Tahirliyev's solution](#)

507.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Tahirliyev's solution](#)

508.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Tahirliyev's solution](#)

509.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[Tahirliyev's solution](#)

510.

2026B

[Black Cells](#) · [Tutorial](#)

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

[Tahirliyev's solution](#)

511.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Tahirliyev's solution](#)

512.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Tahirliyev's solution](#)

513.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

514.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Tahirliyev's solution](#)

515.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahirliyev's solution](#)

516.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Tahirliyev's solution](#)

517.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Tahirliyev's solution](#)

518.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tahirliyev's solution](#)

519.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Tahirliyev's solution](#)

520.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

521.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Tahirliyev's solution](#)

522.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Tahirliyev's solution](#)

523.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,020 global accepts · Rating: 1300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Tahirliyev's solution](#)

524.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Tahirliyev's solution](#)

525.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Tahirliyev's solution](#)

526.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar

[Tahirliyev's solution](#)

527.

1668C

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

Rating: 1300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Tahirliyev's solution](#)

528.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Tahirliyev's solution](#)

529.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[Tahirliyev's solution](#)

530.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Tahirliyev's solution](#)

531.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Tahirliyev's solution](#)

532.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Tahirliyev's solution](#)

533.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Tahirliyev's solution](#)

534.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Tahirliyev's solution](#)

535.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Tahirliyev's solution](#)

536.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[Tahirliyev's solution](#)

537.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[Tahirliyev's solution](#)

538.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[Tahirliyev's solution](#)

539.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[Tahirliyev's solution](#)

540.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[Tahirliyev's solution](#)

541.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[Tahirliyev's solution](#)

542.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Tahirliyev's solution](#)

543.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[Tahirliyev's solution](#)

544.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[Tahirliyev's solution](#)

545.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees
[Tahirliyev's solution](#)

546.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Tahirliyev's solution](#)

547.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Tahirliyev's solution](#)

548.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-25 · last AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

549.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Tahirliyev's solution](#)

550.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[Tahirliyev's solution](#)

551.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Tahirliyev's solution](#)

552.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Tahirliyev's solution](#)

553.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Tahirliyev's solution](#)

554.

2067D

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

Rating: 1400 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Tahirliyev's solution](#)

555.

2034C

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

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

[Tahirliyev's solution](#)

556.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[Tahirliyev's solution](#)

557.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers
[Tahirliyev's solution](#)

558.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[Tahirliyev's solution](#)

559.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math
[Tahirliyev's solution](#)

560.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[Tahirliyev's solution](#)

561.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[Tahirliyev's solution](#)

562.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[Tahirliyev's solution](#)

563.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[Tahirliyev's solution](#)

564.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[Tahirliyev's solution](#)

565.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
[Tahirliyev's solution](#)

566.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, strings

[Tahirliyev's solution](#)

567.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[Tahirliyev's solution](#)

568.

1993C

[Light Switches](#) · [Tutorial](#)

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

[Tahirliyev's solution](#)

569.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

570.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Tahirliyev's solution](#)

571.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Tahirliyev's solution](#)

572.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Tahirliyev's solution](#)

573.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Tahirliyev's solution](#)

574.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Tahirliyev's solution](#)

575.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,255 global accepts · Rating: 1400 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Tahirliyev's solution](#)

576.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[Tahirliyev's solution](#)

577.

1972D1

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

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

[Tahirliyev's solution](#)

578.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Tahirliyev's solution](#)

579.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Tahirliyev's solution](#)

580.

1875C

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

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Tahirliyev's solution](#)

581.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Tahirliyev's solution](#)

582.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

583.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Tahirliyev's solution](#)

584.

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Tahirliyev's solution](#)

585.

1860C

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

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Tahirliyev's solution](#)

586.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 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

[Tahirliyev's solution](#)

587.

1894C

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

Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Tahirliyev's solution](#)

588.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[Tahirliyev's solution](#)

589.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Tahirliyev's solution](#)

590.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Tahirliyev's solution](#)

591.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

592.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Tahirliyev's solution](#)

593.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahirliyev's solution](#)

594.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Tahirliyev's solution](#)

595.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Tahirliyev's solution](#)

596.

2183D1

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

Quality: 8,857 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

[Tahirliyev's solution](#)

597.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Tahirliyev's solution](#)

598.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Tahirliyev's solution](#)

599.

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Tahirliyev's solution](#)

600.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Tahirliyev's solution](#)

601.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[Tahirliyev's solution](#)

602.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Tahirliyev's solution](#)

603.

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Tahirliyev's solution](#)

604.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Tahirliyev's solution](#)

605.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Tahirliyev's solution](#)

606.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[Tahirliyev's solution](#)

607.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Tahirliyev's solution](#)

608.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Tahirliyev's solution](#)

609.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Tahirliyev's solution](#)

610.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Tahirliyev's solution](#)

611.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[Tahirliyev's solution](#)

612.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tahirliyev's solution](#)

613.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, number theory

[Tahirliyev's solution](#)

614.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Tahirliyev's solution](#)

615.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Tahirliyev's solution](#)

616.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Tahirliyev's solution](#)

617.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Tahirliyev's solution](#)

618.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Tahirliyev's solution](#)

619.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Tahirliyev's solution](#)

620.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tahirliyev's solution](#)

621.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Tahirliyev's solution](#)

622.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Tahirliyev's solution](#)

623.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Tahirliyev's solution](#)

624.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Tahirliyev's solution](#)

625.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Tahirliyev's solution](#)

626.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Tahirliyev's solution](#)

627.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tahriyev's solution](#)

628.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Tahriyev's solution](#)

629.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Tahriyev's solution](#)

630.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Tahriyev's solution](#)

631.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Tahriyev's solution](#)

632.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Tahriyev's solution](#)

633.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Tahriyev's solution](#)

634.

1418C

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

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Tahriyev's solution](#)

635.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Tahriyev's solution](#)

636.

1409D

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

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tahriyev's solution](#)

637.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Tahriyev's solution](#)

638.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Tahirliyev's solution](#)

639.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[Tahirliyev's solution](#)

640.

1546C

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

Rating: 1500 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[Tahirliyev's solution](#)

641.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[Tahirliyev's solution](#)

642.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Tahirliyev's solution](#)

643.

1711C

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

Rating: 1500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Tahirliyev's solution](#)

644.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[Tahirliyev's solution](#)

645.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[Tahirliyev's solution](#)

646.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[Tahirliyev's solution](#)

647.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[Tahirliyev's solution](#)

648.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Tahirliyev's solution](#)

649.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Tahirliyev's solution](#)

650.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Tahirliyev's solution](#)

651.

2207C

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

Quality: 5,455 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

[Tahirliyev's solution](#)

652.

2207B

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

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Tahirliyev's solution](#)

653.

2172F

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

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[Tahirliyev's solution](#)

654.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Tahirliyev's solution](#)

655.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[Tahirliyev's solution](#)

656.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

657.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Tahirliyev's solution](#)

658.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Tahriyev's solution](#)

659.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Tahriyev's solution](#)

660.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Tahriyev's solution](#)

661.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Tahriyev's solution](#)

662.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tahriyev's solution](#)

663.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Tahriyev's solution](#)

664.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahriyev's solution](#)

665.

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Tahriyev's solution](#)

666.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[Tahriyev's solution](#)

667.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Tahriyev's solution](#)

668.

1537E1

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

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Tahirliyev's solution](#)

669.

2070D

[Tree Jumps · Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Tahirliyev's solution](#)

670.

2059C

[Customer Service · Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Tahirliyev's solution](#)

671.

2063C

[Remove Exactly Two · Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Tahirliyev's solution](#)

672.

2061D

[Kevin and Numbers · Tutorial](#)

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Tahirliyev's solution](#)

673.

2061C

[Kevin and Puzzle · Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Tahirliyev's solution](#)

674.

2051E

[Best Price · Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Tahirliyev's solution](#)

675.

2048D

[Kevin and Competition Memories · Tutorial](#)

Quality: 8,311 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

[Tahirliyev's solution](#)

676.

750C

[New Year and Rating · Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Tahirliyev's solution](#)

677.

2047D

[Move Back at a Cost · Tutorial](#)

Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Tahirliyev's solution](#)

678.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[Tahirliyev's solution](#)

679.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Tahirliyev's solution](#)

680.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Tahirliyev's solution](#)

681.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Tahirliyev's solution](#)

682.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: probabilities

[Tahirliyev's solution](#)

683.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tahirliyev's solution](#)

684.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Tahirliyev's solution](#)

685.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Tahirliyev's solution](#)

686.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Tahirliyev's solution](#)

687.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[Tahirliyev's solution](#)

688.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tahirliyev's solution](#)

689.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

690.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Tahirliyev's solution](#)

691.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Tahirliyev's solution](#)

692.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

693.

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tahirliyev's solution](#)

694.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Tahirliyev's solution](#)

695.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu

[Tahirliyev's solution](#)

696.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math

[Tahirliyev's solution](#)

697.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Tahirliyev's solution](#)

698.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Tahirliyev's solution](#)

699.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Tahirliyev's solution](#)

700.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Tahirliyev's solution](#)

701.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tahirliyev's solution](#)

702.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tahirliyev's solution](#)

703.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Tahirliyev's solution](#)

704.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Tahirliyev's solution](#)

705.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Tahirliyev's solution](#)

706.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Tahirliyev's solution](#)

707.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Tahirliyev's solution](#)

708.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tahirliyev's solution](#)

709.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Tahirliyev's solution](#)

710.

1956C

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

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahirliyev's solution](#)

711.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tahirliyev's solution](#)

712.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)

713.

1946C

[Tree Cutting](#) · [Tutorial](#)

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

[Tahirliyev's solution](#)

714.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Tahirliyev's solution](#)

715.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, ternary search

[Tahirliyev's solution](#)

716.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Tahirliyev's solution](#)

717.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tahirliyev's solution](#)

718.

1917C

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

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Tahirliyev's solution](#)

719.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[Tahirliyev's solution](#)

720.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tahirliyev's solution](#)

721.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

722.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Tahirliyev's solution](#)

723.

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Tahirliyev's solution](#)

724.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Tahirliyev's solution](#)

725.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Tahirliyev's solution](#)

726.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees

[Tahirliyev's solution](#)

727.

1462E2

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

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Tahirliyev's solution](#)

728.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Tahirliyev's solution](#)

729.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Tahirliyev's solution](#)

730.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Tahirliyev's solution](#)

731.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Tahirliyev's solution](#)

732.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Tahirliyev's solution](#)

733.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Tahirliyev's solution](#)

734.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Tahirliyev's solution](#)

735.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Tahirliyev's solution](#)

736.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Tahirliyev's solution](#)

737.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Tahirliyev's solution](#)

738.

2090D

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

Rating: 1700 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Tahirliyev's solution](#)

739.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Tahirliyev's solution](#)

740.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[Tahirliyev's solution](#)

741.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Tahirliyev's solution](#)

742.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Tahirliyev's solution](#)

743.

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

[Tahirliyev's solution](#)

744.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Tahirliyev's solution](#)

745.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[Tahirliyev's solution](#)

746.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Tahirliyev's solution](#)

747.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Tahirliyev's solution](#)

748.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Tahirliyev's solution](#)

749.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[TahiriyeV's solution](#)

750.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[TahiriyeV's solution](#)

751.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[TahiriyeV's solution](#)

752.

2007D

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

Rating: 1700 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[TahiriyeV's solution](#)

753.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[TahiriyeV's solution](#)

754.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[TahiriyeV's solution](#)

755.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[TahiriyeV's solution](#)

756.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[TahiriyeV's solution](#)

757.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[TahiriyeV's solution](#)

758.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[TahiriyeV's solution](#)

759.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Tahriyev's solution](#)

760.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Tahriyev's solution](#)

761.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Tahriyev's solution](#)

762.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Tahriyev's solution](#)

763.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Tahriyev's solution](#)

764.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings

[Tahriyev's solution](#)

765.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[Tahriyev's solution](#)

766.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[Tahriyev's solution](#)

767.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tahriyev's solution](#)

768.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Tahriyev's solution](#)

769.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tahriyev's solution](#)

770.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Tahriyev's solution](#)

771.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Tahriyev's solution](#)

772.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Tahriyev's solution](#)

773.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Tahriyev's solution](#)

774.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tahriyev's solution](#)

775.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Tahriyev's solution](#)

776.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Tahriyev's solution](#)

777.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[Tahriyev's solution](#)

778.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Tahriyev's solution](#)

779.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Tahirliyev's solution](#)

780.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy

[Tahirliyev's solution](#)

781.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Tahirliyev's solution](#)

782.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Tahirliyev's solution](#)

783.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Tahirliyev's solution](#)

784.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Tahirliyev's solution](#)

785.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Tahirliyev's solution](#)

786.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Tahirliyev's solution](#)

787.

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

[Tahirliyev's solution](#)

788.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, trees

[Tahirliyev's solution](#)

789.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 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

[Tahirliyev's solution](#)

790.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Tahirliyev's solution](#)

791.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Tahirliyev's solution](#)

792.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Tahirliyev's solution](#)

793.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)

794.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)

795.

2211C2

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

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Tahirliyev's solution](#)

796.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tahirliyev's solution](#)

797.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Tahirliyev's solution](#)

798.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Tahirliyev's solution](#)

799.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Tahirliyev's solution](#)

800.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Tahirliyev's solution](#)

801.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Tahirliyev's solution](#)

802.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,596 global accepts · Rating: 1800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Tahirliyev's solution](#)

803.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: games

[Tahirliyev's solution](#)

804.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Tahirliyev's solution](#)

805.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Tahirliyev's solution](#)

806.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Tahirliyev's solution](#)

807.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Tahirliyev's solution](#)

808.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

809.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Tahirliyev's solution](#)

810.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Tahirliyev's solution](#)

811.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[Tahirliyev's solution](#)

812.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Tahirliyev's solution](#)

813.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[Tahirliyev's solution](#)

814.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Tahirliyev's solution](#)

815.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[Tahirliyev's solution](#)

816.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Tahirliyev's solution](#)

817.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

818.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Tahirliyev's solution](#)

819.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Tahirliyev's solution](#)

820.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Tahirliyev's solution](#)

821.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Tahirliyev's solution](#)

822.

2007E

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

Rating: 1800 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[Tahirliyev's solution](#)

823.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Tahirliyev's solution](#)

824.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Tahirliyev's solution](#)

825.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Tahirliyev's solution](#)

826.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Tahirliyev's solution](#)

827.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Tahirliyev's solution](#)

828.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, sortings

[Tahirliyev's solution](#)

829.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Tahirliyev's solution](#)

830.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Tahirliyev's solution](#)

831.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Tahirliyev's solution](#)

832.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Tahirliyev's solution](#)

833.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Tahirliyev's solution](#)

834.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)

835.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Tahirliyev's solution](#)

836.

1966D

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

Rating: 1800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tahirliyev's solution](#)

837.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tahirliyev's solution](#)

838.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Tahirliyev's solution](#)

839.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[Tahirliyev's solution](#)

840.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Tahirliyev's solution](#)

841.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Tahirliyev's solution](#)

842.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Tahirliyev's solution](#)

843.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Tahirliyev's solution](#)

844.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[Tahirliyev's solution](#)

845.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Tahirliyev's solution](#)

846.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings

[Tahirliyev's solution](#)

847.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Tahirliyev's solution](#)

848.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Tahirliyev's solution](#)

849.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Tahirliyev's solution](#)

850.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 1800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Tahirliyev's solution](#)

851.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)

852.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Tahirliyev's solution](#)

853.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

854.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Tahirliyev's solution](#)

855.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Tahirliyev's solution](#)

856.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Tahirliyev's solution](#)

857.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[Tahirliyev's solution](#)

858.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Tahirliyev's solution](#)

859.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Tahirliyev's solution](#)

860.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

861.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Tahirliyev's solution](#)

862.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Tahirliyev's solution](#)

863.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Tahirliyev's solution](#)

864.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Tahirliyev's solution](#)

865.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[Tahirliyev's solution](#)

866.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Tahirliyev's solution](#)

867.

2129C1

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

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868.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Tahirliyev's solution](#)

869.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Tahirliyev's solution](#)

870.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy,

trees

[Tahirliyev's solution](#)

871.

2090E1

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

Rating: 1900 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, two pointers

[Tahirliyev's solution](#)

872.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Tahirliyev's solution](#)

873.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-02-02 · last AC: 2025-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)

874.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Tahirliyev's solution](#)

875.

2094H

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Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Tahirliyev's solution](#)

876.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Tahirliyev's solution](#)

877.

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation, interactive, math

[Tahirliyev's solution](#)

878.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Tahirliyev's solution](#)

879.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)

880.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Tahirliyev's solution](#)

881.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Tahirliyev's solution](#)

882.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Tahirliyev's solution](#)

883.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

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

[Tahirliyev's solution](#)

884.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Tahirliyev's solution](#)

885.

2044F

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Tahirliyev's solution](#)

886.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Tahirliyev's solution](#)

887.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Tahirliyev's solution](#)

888.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Tahirliyev's solution](#)

889.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Tahirliyev's solution](#)

890.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[Tahriyev's solution](#)

891.

2009G1

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

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Tahriyev's solution](#)

892.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Tahriyev's solution](#)

893.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Tahriyev's solution](#)

894.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Tahriyev's solution](#)

895.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Tahriyev's solution](#)

896.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tahriyev's solution](#)

897.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Tahriyev's solution](#)

898.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Tahriyev's solution](#)

899.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Tahriyev's solution](#)

900.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Tahirliyev's solution](#)

901.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Tahirliyev's solution](#)

902.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Tahirliyev's solution](#)

903.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Tahirliyev's solution](#)

904.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[Tahirliyev's solution](#)

905.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tahirliyev's solution](#)

906.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Tahirliyev's solution](#)

907.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[Tahirliyev's solution](#)

908.

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

[Tahirliyev's solution](#)

909.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Tahirliyev's solution](#)

910.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: games

[Tahirliyev's solution](#)

911.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Tahriiyev's solution](#)

912.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahriiyev's solution](#)

913.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Tahriiyev's solution](#)

914.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Tahriiyev's solution](#)

915.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[Tahriiyev's solution](#)

916.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Tahriiyev's solution](#)

917.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Tahriiyev's solution](#)

918.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Tahriiyev's solution](#)

919.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1900 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Tahriiyev's solution](#)

920.

1970G1

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

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Tahriiyev's solution](#)

921.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tahriyev's solution](#)

922.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

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923.

1969D

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Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Tahriyev's solution](#)

924.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Tahriyev's solution](#)

925.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Tahriyev's solution](#)

926.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Tahriyev's solution](#)

927.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Tahriyev's solution](#)

928.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[Tahriyev's solution](#)

929.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Tahriyev's solution](#)

930.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Tahriyev's solution](#)

931.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Tahirliyev's solution](#)

932.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Tahirliyev's solution](#)

933.

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, strings

[Tahirliyev's solution](#)

934.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Tahirliyev's solution](#)

935.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Tahirliyev's solution](#)

936.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Tahirliyev's solution](#)

937.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Tahirliyev's solution](#)

938.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Tahirliyev's solution](#)

939.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tahirliyev's solution](#)

940.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Tahirliyev's solution](#)

941.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tahirliyev's solution](#)

942.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Tahirliyev's solution](#)

943.

1921F

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

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Tahirliyev's solution](#)

944.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Tahirliyev's solution](#)

945.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Tahirliyev's solution](#)

946.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Tahirliyev's solution](#)

947.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Tahirliyev's solution](#)

948.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Tahirliyev's solution](#)

949.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Tahirliyev's solution](#)

950.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

951.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Tahirliyev's solution](#)

952.

2068J

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

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-09-30 · last AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Tahiriyeve's solution](#)

953.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Tahiriyeve's solution](#)

954.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Tahiriyeve's solution](#)

955.

2126F

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

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[Tahiriyeve's solution](#)

956.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Tahiriyeve's solution](#)

957.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Tahiriyeve's solution](#)

958.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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959.

2096D

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Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Tahiriyeve's solution](#)

960.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Tahiriyeve's solution](#)

961.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings,

greedy

[Tahirliyev's solution](#)

962.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Tahirliyev's solution](#)

963.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Tahirliyev's solution](#)

964.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Tahirliyev's solution](#)

965.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Tahirliyev's solution](#)

966.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Tahirliyev's solution](#)

967.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Tahirliyev's solution](#)

968.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Tahirliyev's solution](#)

969.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Tahirliyev's solution](#)

970.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tahirliyev's solution](#)

971.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Tahirliyev's solution](#)

972.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Tahirliyev's solution](#)

973.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Tahirliyev's solution](#)

974.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Tahirliyev's solution](#)

975.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tahirliyev's solution](#)

976.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Tahirliyev's solution](#)

977.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tahirliyev's solution](#)

978.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Tahirliyev's solution](#)

979.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tahirliyev's solution](#)

980.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Tahirliyev's solution](#)

981.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Tahirliyev's solution](#)

982.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[Tahirliyev's solution](#)

983.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math

[Tahirliyev's solution](#)

984.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)

985.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Tahirliyev's solution](#)

986.

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

[Tahirliyev's solution](#)

987.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Tahirliyev's solution](#)

988.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

989.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Tahirliyev's solution](#)

990.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tahirliyev's solution](#)

991.

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

[Tahirliyev's solution](#)

992.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Tahirliyev's solution](#)

993.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Tahirliyev's solution](#)

994.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Tahirliyev's solution](#)

995.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Tahirliyev's solution](#)

996.

1970E2

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

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Tahirliyev's solution](#)

997.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Tahirliyev's solution](#)

998.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Tahirliyev's solution](#)

999.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Tahirliyev's solution](#)

1000.

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

[Tahirliyev's solution](#)

1001.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Tahirliyev's solution](#)**1002.**

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Tahirliyev's solution](#)**1003.**

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math

[Tahirliyev's solution](#)**1004.**

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Tahirliyev's solution](#)**1005.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Tahirliyev's solution](#)**1006.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Tahirliyev's solution](#)**1007.**

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

[Tahirliyev's solution](#)**1008.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)**1009.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Tahirliyev's solution](#)**1010.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

1011.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Tahirliyev's solution](#)

1012.

2183D2

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

Quality: 2,499 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

[Tahirliyev's solution](#)

1013.

319C

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

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2024-05-13 · last AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Tahirliyev's solution](#)

1014.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Tahirliyev's solution](#)

1015.

2172K

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Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Tahirliyev's solution](#)

1016.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Tahirliyev's solution](#)

1017.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tahirliyev's solution](#)

1018.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Tahirliyev's solution](#)

1019.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-06 · last AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Tahirliyev's solution](#)

1020.

2115B

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

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Tahirliyev's solution](#)

1021.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math

[Tahirliyev's solution](#)**1022.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Tahirliyev's solution](#)**1023.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Tahirliyev's solution](#)**1024.**

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Tahirliyev's solution](#)**1025.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Tahirliyev's solution](#)**1026.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Tahirliyev's solution](#)**1027.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Tahirliyev's solution](#)**1028.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Tahirliyev's solution](#)**1029.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Tahirliyev's solution](#)**1030.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dsu, greedy, trees

[Tahriyev's solution](#)

1031.

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Tahriyev's solution](#)

1032.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[Tahriyev's solution](#)

1033.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Tahriyev's solution](#)

1034.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-07-13 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Tahriyev's solution](#)

1035.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahriyev's solution](#)

1036.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Tahriyev's solution](#)

1037.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Tahriyev's solution](#)

1038.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Tahriyev's solution](#)

1039.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Tahriyev's solution](#)

1040.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Tahirliyev's solution](#)

1041.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Tahirliyev's solution](#)

1042.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Tahirliyev's solution](#)

1043.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, strings

[Tahirliyev's solution](#)

1044.

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Tahirliyev's solution](#)

1045.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Tahirliyev's solution](#)

1046.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[Tahirliyev's solution](#)

1047.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Tahirliyev's solution](#)

1048.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Tahirliyev's solution](#)

1049.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Tahirliyev's solution](#)

1050.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[Tahirliyev's solution](#)

1051.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Tahirliyev's solution](#)

1052.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Tahirliyev's solution](#)

1053.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Tahirliyev's solution](#)

1054.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Tahirliyev's solution](#)

1055.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Tahirliyev's solution](#)

1056.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Tahirliyev's solution](#)

1057.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Tahirliyev's solution](#)

1058.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Tahirliyev's solution](#)

1059.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Tahirliyev's solution](#)

1060.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tahirliyev's solution](#)

1061.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Tahirliyev's solution](#)

1062.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Tahirliyev's solution](#)

1063.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[Tahirliyev's solution](#)

1064.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Tahirliyev's solution](#)

1065.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Tahirliyev's solution](#)

1066.

2044H

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

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Tahirliyev's solution](#)

1067.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[Tahirliyev's solution](#)

1068.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Tahirliyev's solution](#)

1069.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[Tahirliyev's solution](#)

1070.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Tahirliyev's solution](#)

1071.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Tahirliyev's solution](#)

1072.

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, implementation

[Tahirliyev's solution](#)

1073.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Tahirliyev's solution](#)

1074.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, number theory

[Tahirliyev's solution](#)

1075.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory, trees

[Tahirliyev's solution](#)

1076.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Tahirliyev's solution](#)

1077.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Tahirliyev's solution](#)

1078.

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

1079.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[Tahirliyev's solution](#)

1080.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Tahirliyev's solution](#)

1081.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, probabilities

[Tahirliyev's solution](#)

1082.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Tahirliyev's solution](#)

1083.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Tahirliyev's solution](#)

1084.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Tahirliyev's solution](#)

1085.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Tahirliyev's solution](#)

1086.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Tahirliyev's solution](#)

1087.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Tahirliyev's solution](#)

1088.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Tahirliyev's solution](#)

1089.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[Tahirliyev's solution](#)

1090.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Tahirliyev's solution](#)

1091.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tahirliyev's solution](#)

1092.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Tahirliyev's solution](#)

1093.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Tahirliyev's solution](#)

1094.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[Tahirliyev's solution](#)

1095.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Tahirliyev's solution](#)

1096.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Tahirliyev's solution](#)

1097.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Tahirliyev's solution](#)

1098.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Tahirliyev's solution](#)

1099.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Tahirliyev's solution](#)

1100.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Tahirliyev's solution](#)

1101.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Tahirliyev's solution](#)

1102.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-08-08 · last AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Tahirliyev's solution](#)

1103.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Tahirliyev's solution](#)

1104.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Tahirliyev's solution](#)

1105.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Tahirliyev's solution](#)

1106.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Tahirliyev's solution](#)

1107.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

1108.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tahirliyev's solution](#)

1109.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Tahirliyev's solution](#)

1110.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Tahirliyev's solution](#)

1111.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Tahirliyev's solution](#)

1112.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Tahirliyev's solution](#)

1113.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Tahirliyev's solution](#)

1114.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Tahirliyev's solution](#)

1115.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Tahirliyev's solution](#)

1116.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[Tahirliyev's solution](#)

1117.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tahirliyev's solution](#)

1118.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Tahirliyev's solution](#)

1119.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Tahirliyev's solution](#)

1120.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Tahirliyev's solution](#)

1121.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Tahirliyev's solution](#)

1122.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Tahirliyev's solution](#)

1123.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Tahirliyev's solution](#)

1124.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Tahirliyev's solution](#)

1125.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Tahirliyev's solution](#)

1126.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Tahirliyev's solution](#)

1127.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings

[Tahirliyev's solution](#)

1128.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Tahirliyev's solution](#)

1129.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Tahirliyev's solution](#)

1130.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Tahirliyev's solution](#)

1131.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Tahirliyev's solution](#)

1132.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,191 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Tahirliyev's solution](#)

1133.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Tahirliyev's solution](#)

1134.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[Tahirliyev's solution](#)

1135.

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Tahirliyev's solution](#)

1136.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Tahirliyev's solution](#)

1137.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Tahirliyev's solution](#)

1138.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

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1139.

208E

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Quality: 8,923 global accepts · Rating: 2100 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

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1140.

1006F

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Quality: 6,891 global accepts · Rating: 2100 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

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1141.

1684E

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Quality: 3,629 global accepts · Rating: 2100 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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1142.

1433F

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Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

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1143.

1355E

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Quality: 5,834 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

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1144.

788B

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Quality: 2,887 global accepts · Rating: 2100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

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1145.

484B

[Maximum Value](#) · [Tutorial](#)

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1146.

609E

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Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

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1147.

1187E

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Quality: 11,284 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

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1148.

474F

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1149.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

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1150.

1454F

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1151.

1364D

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Quality: 4,962 global accepts · Rating: 2100 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy, implementation, trees

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1152.

543B

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Quality: 4,580 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

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1153.

1363D

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Quality: 4,418 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, interactive, math

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1154.

1606E

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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1155.

519E

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1156.

1312E

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Quality: 7,382 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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1157.

1201D

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Quality: 2,533 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation

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1158.

1202C

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1159.

1216F

[Wi-Fi](#) · [Tutorial](#)

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1160.

1217D

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Quality: 5,946 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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1161.

1420C2

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1162.

1433G

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Quality: 5,117 global accepts · Rating: 2100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, shortest paths

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1163.

1418D

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1164.

1925E

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[Tahirliyev's solution](#)

1165.

985E

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1166.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tahirliyev's solution](#)

1167.

1970D1

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1168.

1942D

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[Tahirliyev's solution](#)

1169.

1668D

[Optimal Partition](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Tahirliyev's solution](#)

1170.

1023E

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Quality: 2,223 global accepts · Rating: 2100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, matrices

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1171.

763B

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Quality: 3,055 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry

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1172.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, strings

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1173.

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1174.

1920E

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1175.

1919D

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1176.

1666J

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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Tahirliyev's solution](#)

1177.

2207D

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Quality: 2,112 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

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1178.

2156F1

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Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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1179.

2073G

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Quality: 926 global accepts · Rating: 2200 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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1180.

1730D

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1181.

590C

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1182.

1327D

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Quality: 3,549 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Tahirliyev's solution](#)

1183.

1389E

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1184.

1503C

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Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

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1185.

1336C

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Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

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1186.

1515E

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1187.

1967B2

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1188.

11D

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Quality: 6,391 global accepts · Rating: 2200 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

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1189.

1993D

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Quality: 4,479 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

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1190.

2085E

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1191.

2101C

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1192.

2108D

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1193.

2106G1

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1194.

1946E

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1195.

1717E

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1196.

1415E

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Quality: 3,002 global accepts · Rating: 2200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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1197.

280C

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1198.

1196F

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1199.

1520F2

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1200.

1305E

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1201.

2056D

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1202.

1398E

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1203.

1537E2

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1204.

1788E

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1205.

1635E

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1206.

1806E

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1207.

616E

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

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1208.

1486E

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Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

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1209.

2070E

[Game with Binary String](#) · [Tutorial](#)

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1210.

2072G

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Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

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1211.

1840G1

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Quality: 2,797 global accepts · Rating: 2200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

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1212.

1858D

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1213.

2065H

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Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

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1214.

768D

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1215.

2039E

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Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

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1216.

2062D

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Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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1217.

2060F

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1218.

839D

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1219.

1215E

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1220.

1156E

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Quality: 4,033 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

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1221.

1238E

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1222.

1860D

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Quality: 3,603 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

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1223.

1097D

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1224.

2034E

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1225.

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Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

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1226.

7D

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Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

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1227.

2013E

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Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

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1228.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Tahriyev's solution](#)

1229.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Tahriyev's solution](#)

1230.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Tahriyev's solution](#)

1231.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Tahirliyev's solution](#)

1232.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Tahirliyev's solution](#)

1233.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Tahirliyev's solution](#)

1234.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-08-27 · last AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Tahirliyev's solution](#)

1235.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Tahirliyev's solution](#)

1236.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

1237.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Tahirliyev's solution](#)

1238.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Tahirliyev's solution](#)

1239.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Tahirliyev's solution](#)

1240.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Tahirliyev's solution](#)

1241.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tahriyev's solution](#)

1242.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Tahriyev's solution](#)

1243.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Tahriyev's solution](#)

1244.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Tahriyev's solution](#)

1245.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Tahriyev's solution](#)

1246.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Tahriyev's solution](#)

1247.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Tahriyev's solution](#)

1248.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Tahriyev's solution](#)

1249.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Tahriyev's solution](#)

1250.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Tahriyev's solution](#)

1251.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[Tahirliyev's solution](#)

1252.

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Tahirliyev's solution](#)

1253.

1467D

[Sum of Paths · Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Tahirliyev's solution](#)

1254.

1474D

[Cleaning · Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Tahirliyev's solution](#)

1255.

1470D

[Strange Housing · Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Tahirliyev's solution](#)

1256.

903D

[Almost Difference · Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Tahirliyev's solution](#)

1257.

587C

[Duff in the Army · Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Tahirliyev's solution](#)

1258.

1156D

[0-1-Tree · Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Tahirliyev's solution](#)

1259.

1110E

[Magic Stones · Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, sortings

[Tahirliyev's solution](#)

1260.

1438D

[Powerful Ksenia · Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Tahirliyev's solution](#)

1261.

1333F

[Kate and imperfection · Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Tahirliyev's solution](#)

1262.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Tahirliyev's solution](#)

1263.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Tahirliyev's solution](#)

1264.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Tahirliyev's solution](#)

1265.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)

1266.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Tahirliyev's solution](#)

1267.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Tahirliyev's solution](#)

1268.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Tahirliyev's solution](#)

1269.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Tahirliyev's solution](#)

1270.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Tahirliyev's solution](#)

1271.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Tahirliyev's solution](#)

1272.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Tahirliyev's solution](#)

1273.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Tahirliyev's solution](#)

1274.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, trees

[Tahirliyev's solution](#)

1275.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Tahirliyev's solution](#)

1276.

1970G2

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

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Tahirliyev's solution](#)

1277.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Tahirliyev's solution](#)

1278.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Tahirliyev's solution](#)

1279.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Tahirliyev's solution](#)

1280.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Tahirliyev's solution](#)

1281.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Tahirliyev's solution](#)

1282.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Tahirliyev's solution](#)

1283.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Tahirliyev's solution](#)

1284.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Tahirliyev's solution](#)

1285.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Tahirliyev's solution](#)

1286.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Tahirliyev's solution](#)

1287.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Tahirliyev's solution](#)

1288.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Tahirliyev's solution](#)

1289.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

1290.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices

[Tahirliyev's solution](#)

1291.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Tahirliyev's solution](#)

1292.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Tahirliyev's solution](#)

1293.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Tahirliyev's solution](#)

1294.

2090E2

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

Rating: 2300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Tahirliyev's solution](#)

1295.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Tahirliyev's solution](#)

1296.

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

[Tahirliyev's solution](#)

1297.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[Tahirliyev's solution](#)

1298.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Tahirliyev's solution](#)

1299.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[Tahirliyev's solution](#)

1300.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tahirliyev's solution](#)

1301.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Tahirliyev's solution](#)

1302.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Tahirliyev's solution](#)**1303.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Tahirliyev's solution](#)**1304.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Tahirliyev's solution](#)**1305.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)**1306.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Tahirliyev's solution](#)**1307.**

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

[Tahirliyev's solution](#)**1308.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[Tahirliyev's solution](#)**1309.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[Tahirliyev's solution](#)**1310.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Tahirliyev's solution](#)**1311.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[Tahirliyev's solution](#)

1312.

2021E1

[Digital Village \(Easy Version\) · Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Tahirliyev's solution](#)

1313.

1198D

[Rectangle Painting 1 · Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tahirliyev's solution](#)

1314.

708C

[Centroids · Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Tahirliyev's solution](#)

1315.

2002E

[Cosmic Rays · Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Tahirliyev's solution](#)

1316.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Tahirliyev's solution](#)

1317.

713C

[Sonya and Problem Without a Legend · Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Tahirliyev's solution](#)

1318.

1203F2

[Complete the Projects \(hard version\) · Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tahirliyev's solution](#)

1319.

1989E

[Distance to Different · Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tahirliyev's solution](#)

1320.

1625D

[Binary Spiders · Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Tahirliyev's solution](#)

1321.

1496E

[Garden of the Sun · Tutorial](#)

Rating: 2300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Tahirliyev's solution](#)

1322.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Tahirliyev's solution](#)

1323.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Tahirliyev's solution](#)

1324.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Tahirliyev's solution](#)

1325.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Tahirliyev's solution](#)

1326.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Tahirliyev's solution](#)

1327.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[Tahirliyev's solution](#)

1328.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Tahirliyev's solution](#)

1329.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Tahirliyev's solution](#)

1330.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers

[Tahirliyev's solution](#)

1331.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Tahirliyev's solution](#)

1332.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Tahirliyev's solution](#)

1333.

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

[Tahirliyev's solution](#)

1334.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1335.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1336.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Tahirliyev's solution](#)

1337.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Tahirliyev's solution](#)

1338.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Tahirliyev's solution](#)

1339.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Tahirliyev's solution](#)

1340.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Tahirliyev's solution](#)

1341.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Tahirliyev's solution](#)

1342.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[TahiriyeV's solution](#)

1343.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[TahiriyeV's solution](#)

1344.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[TahiriyeV's solution](#)

1345.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[TahiriyeV's solution](#)

1346.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[TahiriyeV's solution](#)

1347.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[TahiriyeV's solution](#)

1348.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[TahiriyeV's solution](#)

1349.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[TahiriyeV's solution](#)

1350.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[TahiriyeV's solution](#)

1351.

816E

[Karen and Supermarket](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[TahiriyeV's solution](#)

1352.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[Tahirliyev's solution](#)

1353.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Tahirliyev's solution](#)

1354.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Tahirliyev's solution](#)

1355.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Tahirliyev's solution](#)

1356.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Tahirliyev's solution](#)

1357.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Tahirliyev's solution](#)

1358.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Tahirliyev's solution](#)

1359.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Tahirliyev's solution](#)

1360.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tahirliyev's solution](#)

1361.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Tahirliyev's solution](#)

1362.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees

[Tahirliyev's solution](#)

1363.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)

1364.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Tahirliyev's solution](#)

1365.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Tahirliyev's solution](#)

1366.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tahirliyev's solution](#)

1367.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Tahirliyev's solution](#)

1368.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Tahirliyev's solution](#)

1369.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Tahirliyev's solution](#)

1370.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tahirliyev's solution](#)

1371.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Tahirliyev's solution](#)

1372.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tahiriye's solution](#)

1373.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Tahiriye's solution](#)

1374.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Tahiriye's solution](#)

1375.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Tahiriye's solution](#)

1376.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Tahiriye's solution](#)

1377.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Tahiriye's solution](#)

1378.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Tahiriye's solution](#)

1379.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Tahiriye's solution](#)

1380.

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Tahiriye's solution](#)

1381.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Tahiriye's solution](#)

1382.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Tahiriye's solution](#)

1383.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Tahiriye's solution](#)

1384.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Tahiriye's solution](#)

1385.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Tahiriye's solution](#)

1386.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tahiriye's solution](#)

1387.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Tahiriye's solution](#)

1388.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Tahiriye's solution](#)

1389.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Tahiriye's solution](#)

1390.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Tahiriye's solution](#)

1391.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Tahiriye's solution](#)

1392.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Tahiriyeve's solution](#)

1393.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Tahiriyeve's solution](#)

1394.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tahiriyeve's solution](#)

1395.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Tahiriyeve's solution](#)

1396.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Tahiriyeve's solution](#)

1397.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Tahiriyeve's solution](#)

1398.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Tahiriyeve's solution](#)

1399.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Tahiriyeve's solution](#)

1400.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Tahiriyeve's solution](#)

1401.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Tahiriyeve's solution](#)

1402.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[Tahirliyev's solution](#)

1403.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Tahirliyev's solution](#)

1404.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Tahirliyev's solution](#)

1405.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Tahirliyev's solution](#)

1406.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tahirliyev's solution](#)

1407.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Tahirliyev's solution](#)

1408.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Tahirliyev's solution](#)

1409.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, trees

[Tahirliyev's solution](#)

1410.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Tahirliyev's solution](#)

1411.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Tahirliyev's solution](#)

1412.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tahirliyev's solution](#)

1413.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Tahirliyev's solution](#)

1414.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Tahirliyev's solution](#)

1415.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Tahirliyev's solution](#)

1416.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Tahirliyev's solution](#)

1417.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Tahirliyev's solution](#)

1418.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[Tahirliyev's solution](#)

1419.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Tahirliyev's solution](#)

1420.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[Tahirliyev's solution](#)

1421.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Tahirliyev's solution](#)

1422.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-10-06 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Tahirliyev's solution](#)

1423.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Tahirliyev's solution](#)

1424.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Tahirliyev's solution](#)

1425.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Tahirliyev's solution](#)

1426.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-05-15 · last AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tahirliyev's solution](#)

1427.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Tahirliyev's solution](#)

1428.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tahirliyev's solution](#)

1429.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Tahirliyev's solution](#)

1430.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Tahirliyev's solution](#)

1431.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Tahirliyev's solution](#)

1432.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Tahirliyev's solution](#)

1433.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Tahirliyev's solution](#)

1434.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Tahirliyev's solution](#)

1435.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Tahirliyev's solution](#)

1436.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Tahirliyev's solution](#)

1437.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tahirliyev's solution](#)

1438.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Tahirliyev's solution](#)

1439.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Tahirliyev's solution](#)

1440.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[Tahirliyev's solution](#)

1441.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Tahirliyev's solution](#)

1442.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Tahirliyev's solution](#)

1443.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Tahirliyev's solution](#)

1444.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1445.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Tahirliyev's solution](#)

1446.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Tahirliyev's solution](#)

1447.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Tahirliyev's solution](#)

1448.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Tahirliyev's solution](#)

1449.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Tahirliyev's solution](#)

1450.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Tahirliyev's solution](#)

1451.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Tahirliyev's solution](#)

1452.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[TahiriyeV's solution](#)

1453.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[TahiriyeV's solution](#)

1454.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[TahiriyeV's solution](#)

1455.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[TahiriyeV's solution](#)

1456.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[TahiriyeV's solution](#)

1457.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[TahiriyeV's solution](#)

1458.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[TahiriyeV's solution](#)

1459.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[TahiriyeV's solution](#)

1460.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[TahiriyeV's solution](#)

1461.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[TahiriyeV's solution](#)

1462.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1463.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tahirliyev's solution](#)

1464.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Tahirliyev's solution](#)

1465.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Tahirliyev's solution](#)

1466.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Tahirliyev's solution](#)

1467.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Tahirliyev's solution](#)

1468.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tahirliyev's solution](#)

1469.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Tahirliyev's solution](#)

1470.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tahirliyev's solution](#)

1471.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks

[Tahirliyev's solution](#)

1472.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[Tahirliyev's solution](#)

1473.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[Tahirliyev's solution](#)

1474.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Tahirliyev's solution](#)

1475.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Tahirliyev's solution](#)

1476.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation

[Tahirliyev's solution](#)

1477.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1478.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1479.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1480.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1481.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1482.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1483.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1484.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1485.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1486.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1487.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1488.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1489.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1490.

105053F

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

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1491.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1492.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1493.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1494.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1495.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1496.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1497.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1498.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1499.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1500.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1501.

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1502.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1503.

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1504.

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1505.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1506.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1507.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1508.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1509.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1510.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1511.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1512.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1513.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1514.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[Tahirliyev's solution](#)

1515.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Tahirliyev's solution](#)

1516.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[Tahirliyev's solution](#)

1517.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[Tahirliyev's solution](#)

1518.

104614G

[Pea Pattern · Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1519.

104614B

[A Musical Question · Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1520.

104614I

[Road To Savings · Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1521.

104614D

[Determining Nucleotide Assortments · Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1522.

103102I

[Modulo Permutations · Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1523.

103102F

[Fence Job · Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1524.

103102L

[Neo-Robin Hood · Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1525.

103102M

[Mistake · Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1526.

103102B

[Reverse Game · Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1527.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1528.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1529.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1530.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1531.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1532.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1533.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1534.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1535.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1536.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1537.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1538.

106035F

[Mobile Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1539.

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · Python 3 (first AC) · Tags: —

[Tahirliyev's solution](#)

1540.

106035H

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

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1541.

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1542.

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1543.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1544.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1545.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1546.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1547.

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1548.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1549.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1550.

104873C

[Counting Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · last AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1551.

104873L

[LED-led Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1552.

104873D

[Distinct Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1553.

104873J

[Joined Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1554.

104873I

[Interactive Array Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1555.

104873G

[Generalized German Quotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1556.

104873B

[Building a Stair](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1557.

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1558.

104873E

[Email Destruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1559.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1560.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1561.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1562.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1563.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1564.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1565.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1566.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1567.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1568.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1569.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1570.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1571.

105789I

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1572.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1573.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1574.

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

[Tahirliyev's solution](#)

1575.

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

[Tahirliyev's solution](#)

1576.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[Tahirliyev's solution](#)

1577.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[Tahirliyev's solution](#)

1578.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[Tahirliyev's solution](#)

1579.

103806A

[Pintando](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1580.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1581.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1582.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1583.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1584.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1585.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tahirliyev's solution](#)

1586.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1587.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1588.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1589.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1590.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1591.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1592.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Tahirliyev's solution](#)

1593.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tahirliyev's solution](#)

1594.

105270B

[Minimum MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1595.

105270A

[Short Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1596.

105187A

[Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1597.

105187C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1598.

105187B

[Soccer](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1599.

105186B

[Permute-inator](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1600.

105186A

[Kep.uz Arena](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1601.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1602.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[Tahirliyev's solution](#)

1603.

103536B

[Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tahirliyev's solution](#)

1604.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[Tahirliyev's solution](#)**1605.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[Tahirliyev's solution](#)**1606.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[Tahirliyev's solution](#)**1607.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Tahirliyev's solution](#)**1608.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, strings

[Tahirliyev's solution](#)**1609.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2024-03-29 · last AC: 2024-03-29 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Tahirliyev's solution](#)**1610.**

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tahirliyev's solution](#)