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Unique solved — Tlatoani

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1.

2207A

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2.

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2178A

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2161A

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2155A

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6.

2152A

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2147A

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2127A

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10.

2122A

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11.

2096A

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4A

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1870A

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1864A

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1675A

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1566B

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107.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · Kotlin 1.4 (first AC) · Tags: math, number theory

[Tlatoani's solution](#)

108.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · Kotlin 1.4 (first AC) · Tags: greedy

[Tlatoani's solution](#)

109.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · Kotlin 1.4 (first AC) · Tags: implementation

[Tlatoani's solution](#)

110.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,082 global accepts · Rating: 800 · first AC: 2021-04-10 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

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111.

1498A

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Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · Kotlin 1.4 (first AC) · Tags: brute force, math

[Tlatoani's solution](#)

112.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,434 global accepts · Rating: 800 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

113.

1499A

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

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · Kotlin 1.4 (first AC) · Tags: combinatorics, constructive algorithms, math

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114.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, sortings

[Tlatoani's solution](#)

115.

1493A

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Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

116.

1491A

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Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, implementation

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117.

1492A

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Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

118.

1490A

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Quality: 32,973 global accepts · Rating: 800 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: greedy, math

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119.

1487A

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120.

1480A

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Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · Kotlin 1.4 (first AC) · Tags: games, greedy, strings

[Tlatoani's solution](#)

121.

1481A

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Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · Kotlin 1.4 (first AC) · Tags: greedy, strings

[Tlatoani's solution](#)

122.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · Kotlin 1.4 (first AC) · Tags: greedy

[Tlatoani's solution](#)

123.

1472A

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Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-01-04 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

124.

1466B

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125.

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: brute force, geometry, math

[Tlatoani's solution](#)

126.

1462B

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Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · Kotlin 1.4 (first AC) · Tags: dp, implementation, strings

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127.

1462A

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Quality: 48,958 global accepts · Rating: 800 · first AC: 2020-12-15 · Kotlin 1.4 (first AC) · Tags: implementation, two pointers

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128.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

129.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, sortings

[Tlatoani's solution](#)

130.

1453A

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

Quality: 24,257 global accepts · Rating: 800 · first AC: 2020-12-04 · Kotlin 1.4 (first AC) · Tags: implementation

[Tlatoani's solution](#)

131.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · Kotlin 1.4 (first AC) · Tags: math, number theory

[Tlatoani's solution](#)

132.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · Kotlin 1.4 (first AC) · Tags: implementation

[Tlatoani's solution](#)

133.

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2020-11-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, probabilities

[Tlatoani's solution](#)

134.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

135.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · Kotlin 1.4 (first AC) · Tags: greedy

[Tlatoani's solution](#)

136.

1452A

[Robot Program](#) · [Tutorial](#)

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[Tlatoani's solution](#)

137.

1438A

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

Quality: 19,750 global accepts · Rating: 800 · first AC: 2020-11-13 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation

[Tlatoani's solution](#)

138.

1431A

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

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

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139.

1437A

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Quality: 18,464 global accepts · Rating: 800 · first AC: 2020-10-27 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, math

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140.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

141.

1421A

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Quality: 35,464 global accepts · Rating: 800 · first AC: 2020-10-18 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy, math

[Tlatoani's solution](#)

142.

1428A

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Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

143.

1417A

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144.

1405A

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Quality: 21,906 global accepts · Rating: 800 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

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145.

1422A

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[Tlatoani's solution](#)

146.

1408A

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[Tlatoani's solution](#)

147.

1399A

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Quality: 80,578 global accepts · Rating: 800 · first AC: 2020-08-05 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

148.

1399B

[Gifts Fixing](#) · [Tutorial](#)

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[Tlatoani's solution](#)

149.

443A

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[Tlatoani's solution](#)

150.

712A

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151.

1382A

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152.

1385B

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Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · Kotlin 1.4 (first AC) · Tags: greedy

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153.

1385A

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[Tlatoani's solution](#)

154.

1102A

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[Tlatoani's solution](#)

155.

1371A

[Magical Sticks](#) · [Tutorial](#)

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[Tlatoani's solution](#)

156.

1136A

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

Quality: 17,249 global accepts · Rating: 800 · first AC: 2020-06-29 · Kotlin 1.4 (first AC) · Tags: implementation

[Tlatoani's solution](#)

157.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,176 global accepts · Rating: 800 · first AC: 2020-06-28 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

158.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, implementation, math

[Tlatoani's solution](#)

159.

1367B

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Quality: 63,935 global accepts · Rating: 800 · first AC: 2020-06-16 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

160.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2020-06-16 · Kotlin 1.4 (first AC) · Tags: implementation, strings

[Tlatoani's solution](#)

161.

1358A

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

[Tlatoani's solution](#)

162.

1088A

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Quality: 17,636 global accepts · Rating: 800 · first AC: 2020-05-20 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms

[Tlatoani's solution](#)

163.

1353B

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

Quality: 58,119 global accepts · Rating: 800 · first AC: 2020-05-14 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

164.

1353A

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Quality: 44,585 global accepts · Rating: 800 · first AC: 2020-05-14 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

165.

1352A

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

Quality: 104,090 global accepts · Rating: 800 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: implementation, math

[Tlatoani's solution](#)

166.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-07 · Kotlin 1.4 (first AC) · Tags: implementation

[Tlatoani's solution](#)

167.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2020-03-18 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[Tlatoani's solution](#)

168.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2020-03-16 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

169.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-12 · Kotlin 1.4 (first AC) · Tags: geometry, greedy, math, number theory

[Tlatoani's solution](#)

170.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Tlatoani's solution](#)

171.

1311A

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

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-02-24 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[Tlatoani's solution](#)

172.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: implementation, math

[Tlatoani's solution](#)

173.

1307A

[Cow and Haybales](#) · [Tutorial](#)

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[Tlatoani's solution](#)

174.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-02-15 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

175.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2020-02-03 · Rust (first AC) · Tags: implementation

[Tlatoani's solution](#)

176.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2020-01-24 · Kotlin 1.4 (first AC) · Tags: games, math

[Tlatoani's solution](#)

177.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2020-01-24 · Kotlin 1.4 (first AC) · Tags: sortings

[Tlatoani's solution](#)

178.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,888 global accepts · Rating: 800 · first AC: 2020-01-17 · Python 3 (first AC) · Tags: math

[Tlatoani's solution](#)

179.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · Kotlin 1.4 (first AC) · Tags: implementation, strings

[Tlatoani's solution](#)

180.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2019-12-29 · Kotlin 1.4 (first AC) · Tags: games, greedy, math

[Tlatoani's solution](#)

181.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-23 · Java 11 (first AC) · Tags: math

[Tlatoani's solution](#)

182.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[Tlatoani's solution](#)

183.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: brute force, greedy, implementation, math

[Tlatoani's solution](#)

184.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,049 global accepts · Rating: 800 · first AC: 2019-08-19 · Java 8 (first AC) · Tags: math, sortings

[Tlatoani's solution](#)

185.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · Java 8 (first AC) · Tags: brute force, data structures, implementation

[Tlatoani's solution](#)

186.

1196A

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

Quality: 29,126 global accepts · Rating: 800 · first AC: 2019-07-25 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

[Tlatoani's solution](#)

187.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: greedy

[Tlatoani's solution](#)

188.

1180A

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

Quality: 27,425 global accepts · Rating: 800 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: dp, implementation, math

[Tlatoani's solution](#)

189.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · Java 8 (first AC) · Tags: math

[Tlatoani's solution](#)

190.

1146A

[Love "A"](#) · [Tutorial](#)

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[Tlatoani's solution](#)

191.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · Java 8 (first AC) · Tags: implementation

[Tlatoani's solution](#)

192.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,802 global accepts · Rating: 800 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: brute force, implementation

[Tlatoani's solution](#)

193.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: brute force, implementation, math

[Tlatoani's solution](#)

194.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · Java 8 (first AC) · Tags: greedy, implementation, math

[Tlatoani's solution](#)

195.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tlatoani's solution](#)

196.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · Kotlin 2.2 (first AC) · Tags: dp, greedy, implementation, strings

[Tlatoani's solution](#)

197.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,749 global accepts · Rating: 900 · first AC: 2025-01-26 · Kotlin 1.9 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

198.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

199.

2035B

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Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tlatoani's solution](#)

200.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · Kotlin 1.9 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Tlatoani's solution](#)

201.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,568 global accepts · Rating: 900 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

202.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: greedy, strings, two pointers

[Tlatoani's solution](#)

203.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

204.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · Kotlin 1.6 (first AC) · Tags: math, number theory

[Tlatoani's solution](#)

205.

1737A

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

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, strings

[Tlatoani's solution](#)

206.

1696B

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

Quality: 36,309 global accepts · Rating: 900 · first AC: 2022-06-25 · Kotlin 1.6 (first AC) · Tags: greedy

[Tlatoani's solution](#)

207.

1675B

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

Quality: 43,277 global accepts · Rating: 900 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[Tlatoani's solution](#)

208.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-24 · Kotlin 1.5 (first AC) · Tags: math

[Tlatoani's solution](#)

209.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,638 global accepts · Rating: 900 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: dfs and similar, dp, greedy, math

[Tlatoani's solution](#)

210.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[Tlatoani's solution](#)

211.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,573 global accepts · Rating: 900 · first AC: 2021-08-15 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, math

[Tlatoani's solution](#)

212.

1555A

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · Kotlin 1.4 (first AC) · Tags: brute force, math

[Tlatoani's solution](#)

213.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · Kotlin 1.4 (first AC) · Tags: combinatorics, greedy, math

[Tlatoani's solution](#)

214.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,941 global accepts · Rating: 900 · first AC: 2021-07-07 · Kotlin 1.4 (first AC) · Tags: greedy, math, number theory

[Tlatoani's solution](#)

215.

1535B

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Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Tlatoani's solution](#)

216.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2021-05-16 · last AC: 2021-05-16 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

217.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation, interactive

[Tlatoani's solution](#)

218.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[Tlatoani's solution](#)

219.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, implementation

[Tlatoani's solution](#)

220.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[Tlatoani's solution](#)

221.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, sortings

[Tlatoani's solution](#)

222.

1475B

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

Quality: 57,239 global accepts · Rating: 900 · first AC: 2021-01-25 · Kotlin 1.4 (first AC) · Tags: brute force, dp, math

[Tlatoani's solution](#)

223.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,796 global accepts · Rating: 900 · first AC: 2021-01-25 · Kotlin 1.4 (first AC) · Tags: math, number theory

[Tlatoani's solution](#)

224.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

225.

1471A

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

Quality: 38,201 global accepts · Rating: 900 · first AC: 2021-01-05 · Kotlin 1.4 (first AC) · Tags: greedy, math, number theory

[Tlatoani's solution](#)

226.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,445 global accepts · Rating: 900 · first AC: 2020-12-15 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math

[Tlatoani's solution](#)

227.

1451B

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Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · Kotlin 1.4 (first AC) · Tags: dp, greedy, implementation, strings

[Tlatoani's solution](#)

228.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2020-10-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

229.

1427A

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Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: math, sortings

[Tlatoani's solution](#)

230.

1420A

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Quality: 25,203 global accepts · Rating: 900 · first AC: 2020-09-24 · Kotlin 1.4 (first AC) · Tags: math, sortings

[Tlatoani's solution](#)

231.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: brute force, data structures

[Tlatoani's solution](#)

232.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,574 global accepts · Rating: 900 · first AC: 2020-06-28 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

233.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 900 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: games

[Tlatoani's solution](#)

234.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

235.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, math

[Tlatoani's solution](#)

236.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2020-04-12 · last AC: 2020-04-12 · Kotlin 1.4 (first AC) · Tags: brute force, dp, implementation, math

[Tlatoani's solution](#)

237.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2020-04-05 · Kotlin 1.4 (first AC) · Tags: implementation, math

[Tlatoani's solution](#)

238.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2020-03-25 · Kotlin 1.4 (first AC) · Tags: implementation

[Tlatoani's solution](#)

239.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: implementation, math

[Tlatoani's solution](#)

240.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · Kotlin 1.4 (first AC) · Tags: greedy

[Tlatoani's solution](#)

241.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

242.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: math

[Tlatoani's solution](#)

243.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-21 · Java 8 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

244.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,508 global accepts · Rating: 900 · first AC: 2019-08-19 · Java 8 (first AC) · Tags: dp, implementation

[Tlatoani's solution](#)

245.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,032 global accepts · Rating: 900 · first AC: 2019-08-04 · Java 8 (first AC) · Tags: implementation, strings

[Tlatoani's solution](#)

246.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · Java 8 (first AC) · Tags: greedy, math, sortings

[Tlatoani's solution](#)

247.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,695 global accepts · Rating: 900 · first AC: 2019-07-01 · PyPy 3 (first AC) · Tags: math

[Tlatoani's solution](#)

248.

1187A

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

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: math

[Tlatoani's solution](#)

249.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · Java 8 (first AC) · Tags: implementation, math

[Tlatoani's solution](#)

250.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,900 global accepts · Rating: 1000 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Tlatoani's solution](#)

251.

2199A

[Game](#) · [Tutorial](#)

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

[Tlatoani's solution](#)

252.

2147B

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

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · Kotlin 2.2 (first AC) · Tags: constructive algorithms

[Tlatoani's solution](#)

253.

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

254.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, implementation, two pointers

[Tlatoani's solution](#)

255.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Tlatoani's solution](#)

256.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, games

[Tlatoani's solution](#)

257.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · Kotlin 1.9 (first AC) · Tags: greedy

[Tlatoani's solution](#)

258.

1986B

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

Quality: 30,129 global accepts · Rating: 1000 · first AC: 2024-06-23 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, greedy, sortings

[Tlatoani's solution](#)

259.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · Kotlin 1.9 (first AC) · Tags: bitmasks, greedy

[Tlatoani's solution](#)

260.

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, math, sortings

[Tlatoani's solution](#)

261.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, math

[Tlatoani's solution](#)

262.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory

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263.

1876A

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Quality: 34,907 global accepts · Rating: 1000 · first AC: 2023-10-08 · Kotlin 1.6 (first AC) · Tags: greedy, sortings

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264.

1844B

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Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

265.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · Kotlin 1.7 (first AC) · Tags: greedy, implementation

[Tlatoani's solution](#)

266.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · Kotlin 1.7 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

267.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · Kotlin 1.7 (first AC) · Tags: brute force, greedy, sortings

[Tlatoani's solution](#)

268.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-11-20 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation

[Tlatoani's solution](#)

269.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,908 global accepts · Rating: 1000 · first AC: 2022-07-31 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation

[Tlatoani's solution](#)

270.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · Kotlin 1.4 (first AC) · Tags: combinatorics, implementation, strings

[Tlatoani's solution](#)

271.

1593C

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Quality: 27,884 global accepts · Rating: 1000 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: binary search, greedy

[Tlatoani's solution](#)

272.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

273.

1566C

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Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Tlatoani's solution](#)

274.

1567B

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Quality: 32,922 global accepts · Rating: 1000 · first AC: 2021-09-05 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy

[Tlatoani's solution](#)

275.

1562B

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Quality: 20,542 global accepts · Rating: 1000 · first AC: 2021-08-26 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Tlatoani's solution](#)

276.

1550B

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Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

277.

1521A

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Quality: 42,039 global accepts · Rating: 1000 · first AC: 2021-05-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory

[Tlatoani's solution](#)

278.

1520C

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Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[Tlatoani's solution](#)

279.

1515B

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280.

1506C

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281.

1499B

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Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation

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282.

1490B

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283.

1485A

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Quality: 33,132 global accepts · Rating: 1000 · first AC: 2021-02-12 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math, number theory

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284.

1476A

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285.

1474B

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286.

1473B

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[Tlatoani's solution](#)

287.

1469B

[Red and Blue](#) · [Tutorial](#)

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288.

1469A

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

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[Tlatoani's solution](#)

289.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · Kotlin 1.4 (first AC) · Tags: brute force, geometry, greedy

[Tlatoani's solution](#)

290.

1438B

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Quality: 29,060 global accepts · Rating: 1000 · first AC: 2020-11-13 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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291.

1405B

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Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation

[Tlatoani's solution](#)

292.

1418A

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Quality: 33,832 global accepts · Rating: 1000 · first AC: 2020-09-14 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

293.

1395A

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Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · Kotlin 1.4 (first AC) · Tags: brute force, math

[Tlatoani's solution](#)

294.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2020-06-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math
[Tlatoani's solution](#)

295.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,912 global accepts · Rating: 1000 · first AC: 2020-06-28 · Kotlin 1.4 (first AC) · Tags: greedy, strings
[Tlatoani's solution](#)

296.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math
[Tlatoani's solution](#)

297.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math
[Tlatoani's solution](#)

298.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · Kotlin 1.4 (first AC) · Tags: greedy, sortings
[Tlatoani's solution](#)

299.

1088B

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

Quality: 13,585 global accepts · Rating: 1000 · first AC: 2020-05-20 · Kotlin 1.4 (first AC) · Tags: implementation, sortings
[Tlatoani's solution](#)

300.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-05-14 · Kotlin 1.4 (first AC) · Tags: math
[Tlatoani's solution](#)

301.

579A

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Quality: 78,912 global accepts · Rating: 1000 · first AC: 2020-04-03 · Kotlin 1.4 (first AC) · Tags: bitmasks
[Tlatoani's solution](#)

302.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2020-04-02 · Kotlin 1.4 (first AC) · Tags: implementation
[Tlatoani's solution](#)

303.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2020-03-25 · Kotlin 1.4 (first AC) · Tags: brute force, implementation
[Tlatoani's solution](#)

304.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, number theory
[Tlatoani's solution](#)

305.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · Kotlin 1.4 (first AC) · Tags: chinese remainder theorem, math
[Tlatoani's solution](#)

306.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math
[Tlatoani's solution](#)

307.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · Kotlin 1.4 (first AC) · Tags: math
[Tlatoani's solution](#)

308.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: implementation, math
[Tlatoani's solution](#)

309.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[Tlatoani's solution](#)

310.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-21 · Java 8 (first AC) · Tags: math
[Tlatoani's solution](#)

311.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · Java 8 (first AC) · Tags: greedy, implementation
[Tlatoani's solution](#)

312.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · Kotlin 1.4 (first AC) · Tags: greedy, math
[Tlatoani's solution](#)

313.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,957 global accepts · Rating: 1000 · first AC: 2019-07-17 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, math
[Tlatoani's solution](#)

314.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · Java 8 (first AC) · Tags: greedy, math
[Tlatoani's solution](#)

315.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,573 global accepts · Rating: 1000 · first AC: 2019-06-11 · Java 8 (first AC) · Tags: dp, math
[Tlatoani's solution](#)

316.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,095 global accepts · Rating: 1100 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tlatoani's solution](#)

317.

2155B

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

Quality: 16,986 global accepts · Rating: 1100 · first AC: 2025-10-05 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, graphs

[Tlatoani's solution](#)

318.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · Kotlin 2.2 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tlatoani's solution](#)

319.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

320.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · Kotlin 1.9 (first AC) · Tags: greedy, math, sortings

[Tlatoani's solution](#)

321.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · Kotlin 1.9 (first AC) · Tags: greedy, math, number theory

[Tlatoani's solution](#)

322.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · Kotlin 1.9 (first AC) · Tags: binary search, geometry

[Tlatoani's solution](#)

323.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, games, strings

[Tlatoani's solution](#)

324.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tlatoani's solution](#)

325.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, sortings

[Tlatoani's solution](#)

326.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · Kotlin 1.9 (first AC) · Tags: implementation, math

[Tlatoani's solution](#)

327.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Tlatoani's solution](#)

328.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

329.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

330.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-14 · last AC: 2023-10-28 · Kotlin 1.6 (first AC) · Tags: combinatorics, math, sortings, two pointers

[Tlatoani's solution](#)

331.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · Kotlin 1.6 (first AC) · Tags: implementation, math

[Tlatoani's solution](#)

332.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · Kotlin 1.6 (first AC) · Tags: greedy, math, sortings

[Tlatoani's solution](#)

333.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Tlatoani's solution](#)

334.

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · Kotlin 1.6 (first AC) · Tags: bitmasks, greedy, math

[Tlatoani's solution](#)

335.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · Kotlin 1.7 (first AC) · Tags: greedy, math, number theory

[Tlatoani's solution](#)

336.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: implementation

[Tlatoani's solution](#)

337.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation

[Tlatoani's solution](#)

338.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, math, two pointers

[Tlatoani's solution](#)

339.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-12-24 · Kotlin 1.5 (first AC) · Tags: greedy, two pointers

[Tlatoani's solution](#)

340.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: math, number theory

[Tlatoani's solution](#)

341.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,886 global accepts · Rating: 1100 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: implementation, sortings

[Tlatoani's solution](#)

342.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings

[Tlatoani's solution](#)

343.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-10 · Kotlin 1.4 (first AC) · Tags: greedy, two pointers

[Tlatoani's solution](#)

344.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[Tlatoani's solution](#)

345.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[Tlatoani's solution](#)

346.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,804 global accepts · Rating: 1100 · first AC: 2021-04-12 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, implementation, trees

[Tlatoani's solution](#)

347.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory

[Tlatoani's solution](#)

348.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[Tlatoani's solution](#)

349.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, math

[Tlatoani's solution](#)

350.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,821 global accepts · Rating: 1100 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, math

[Tlatoani's solution](#)

351.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,906 global accepts · Rating: 1100 · first AC: 2021-02-05 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, implementation

[Tlatoani's solution](#)

352.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, games, math

[Tlatoani's solution](#)

353.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation

[Tlatoani's solution](#)

354.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, strings

[Tlatoani's solution](#)

355.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: greedy, math, sortings

[Tlatoani's solution](#)

356.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2020-09-14 · Python 3 (first AC) · Tags: brute force, implementation

[Tlatoani's solution](#)

357.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[Tlatoani's solution](#)

358.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2020-07-27 · Kotlin 1.4 (first AC) · Tags: implementation, strings

[Tlatoani's solution](#)

359.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · Kotlin 1.4 (first AC) · Tags: dp, games

[Tlatoani's solution](#)

360.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

361.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, strings

[Tlatoani's solution](#)

362.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Tlatoani's solution](#)

363.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2020-02-03 · Kotlin 1.4 (first AC) · Tags: brute force

[Tlatoani's solution](#)

364.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

365.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

366.

1202A

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

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-07 · Java 8 (first AC) · Tags: bitmasks, greedy

[Tlatoani's solution](#)

367.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · Java 8 (first AC) · Tags: implementation, strings

[Tlatoani's solution](#)

368.

1099B

[Squares and Segments](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · Java 8 (first AC) · Tags: binary search, constructive algorithms, math

[Tlatoani's solution](#)

369.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · last AC: 2026-04-21 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, games, greedy

[Tlatoani's solution](#)

370.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,599 global accepts · Rating: 1200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Tlatoani's solution](#)

371.

2196A

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

Quality: 15,814 global accepts · Rating: 1200 · first AC: 2026-02-11 · Kotlin 2.2 (first AC) · Tags: games, math
[Tlatoani's solution](#)

372.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · Kotlin 2.2 (first AC) · Tags: dp, greedy, implementation
[Tlatoani's solution](#)

373.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2025-10-30 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[Tlatoani's solution](#)

374.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy
[Tlatoani's solution](#)

375.

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · Kotlin 2.2 (first AC) · Tags: data structures, dp
[Tlatoani's solution](#)

376.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · Kotlin 1.9 (first AC) · Tags: brute force, math
[Tlatoani's solution](#)

377.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, greedy
[Tlatoani's solution](#)

378.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[Tlatoani's solution](#)

379.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, math, number theory
[Tlatoani's solution](#)

380.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · Kotlin 1.9 (first AC) · Tags: brute force, geometry, greedy, math
[Tlatoani's solution](#)

381.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tlatoani's solution](#)

382.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · Kotlin 1.9 (first AC) · Tags: dp, greedy

[Tlatoani's solution](#)

383.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, greedy

[Tlatoani's solution](#)

384.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy

[Tlatoani's solution](#)

385.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Tlatoani's solution](#)

386.

1909B

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

Quality: 30,947 global accepts · Rating: 1200 · first AC: 2023-12-23 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Tlatoani's solution](#)

387.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · Kotlin 1.6 (first AC) · Tags: brute force, games, greedy, implementation

[Tlatoani's solution](#)

388.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · Kotlin 1.6 (first AC) · Tags: bitmasks, greedy, math

[Tlatoani's solution](#)

389.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2023-01-18 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

390.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,788 global accepts · Rating: 1200 · first AC: 2022-07-31 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings

[Tlatoani's solution](#)

391.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, sortings

[Tlatoani's solution](#)

392.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Tlatoani's solution](#)

393.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Tlatoani's solution](#)

394.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Tlatoani's solution](#)

395.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs

[Tlatoani's solution](#)

396.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Tlatoani's solution](#)

397.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, greedy, sortings

[Tlatoani's solution](#)

398.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,474 global accepts · Rating: 1200 · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, math, number theory

[Tlatoani's solution](#)

399.

1527B1

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

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2021-05-20 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, games

[Tlatoani's solution](#)

400.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,707 global accepts · Rating: 1200 · first AC: 2021-05-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tlatoani's solution](#)

401.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,467 global accepts · Rating: 1200 · first AC: 2021-05-05 · Kotlin 1.4 (first AC) · Tags: data structures, hashing, math

[Tlatoani's solution](#)

402.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, sortings

[Tlatoani's solution](#)

403.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,925 global accepts · Rating: 1200 · first AC: 2021-04-19 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, math

[Tlatoani's solution](#)

404.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy

[Tlatoani's solution](#)

405.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-04-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, strings

[Tlatoani's solution](#)

406.

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

407.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-03-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

408.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · Kotlin 1.4 (first AC) · Tags: geometry, greedy, math, sortings

[Tlatoani's solution](#)

409.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · Kotlin 1.4 (first AC) · Tags: brute force, math

[Tlatoani's solution](#)

410.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Tlatoani's solution](#)

411.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: math, number theory

[Tlatoani's solution](#)

412.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · Kotlin 1.4 (first AC) · Tags: dp, implementation, math

[Tlatoani's solution](#)

413.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

414.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[Tlatoani's solution](#)

415.

1437B

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

Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-10-27 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

416.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · Kotlin 1.4 (first AC) · Tags: graphs, implementation

[Tlatoani's solution](#)

417.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, strings

[Tlatoani's solution](#)

418.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,802 global accepts · Rating: 1200 · first AC: 2020-09-24 · Kotlin 1.4 (first AC) · Tags: bitmasks, math

[Tlatoani's solution](#)

419.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, two pointers

[Tlatoani's solution](#)

420.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2020-08-01 · Kotlin 1.4 (first AC) · Tags: dp, greedy, sortings

[Tlatoani's solution](#)

421.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2020-08-01 · Kotlin 1.4 (first AC) · Tags: greedy

[Tlatoani's solution](#)

422.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-08-01 · Kotlin 1.4 (first AC) · Tags: dfs and similar, sortings

[Tlatoani's solution](#)

423.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · Kotlin 1.4 (first AC) · Tags: greedy

[Tlatoani's solution](#)

424.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,165 global accepts · Rating: 1200 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: games

[Tlatoani's solution](#)

425.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

426.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

427.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, math

[Tlatoani's solution](#)

428.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-18 · Kotlin 1.4 (first AC) · Tags: binary search, dp, implementation, two pointers

[Tlatoani's solution](#)

429.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,758 global accepts · Rating: 1200 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: binary search, math

[Tlatoani's solution](#)

430.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

431.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1200 · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: implementation

[Tlatoani's solution](#)

432.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, sortings

[Tlatoani's solution](#)

433.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2020-04-05 · Kotlin 1.4 (first AC) · Tags: implementation, trees

[Tlatoani's solution](#)

434.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2020-04-02 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

435.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2020-03-18 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[Tlatoani's solution](#)

436.

1305B

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

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Tlatoani's solution](#)

437.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

438.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[Tlatoani's solution](#)

439.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,706 global accepts · Rating: 1200 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

440.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · Java 8 (first AC) · Tags: dp, greedy

[Tlatoani's solution](#)

441.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,898 global accepts · Rating: 1200 · first AC: 2019-06-19 · Java 8 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

442.

1185B

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

Quality: 14,220 global accepts · Rating: 1200 · first AC: 2019-06-19 · Java 8 (first AC) · Tags: implementation, strings

[Tlatoani's solution](#)

443.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,422 global accepts · Rating: 1200 · first AC: 2019-01-05 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[Tlatoani's solution](#)

444.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,943 global accepts · Rating: 1200 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[Tlatoani's solution](#)

445.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy,

implementation

[Tlatoani's solution](#)

446.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Tlatoani's solution](#)

447.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,411 global accepts · Rating: 1300 · first AC: 2026-04-07 · Kotlin 2.2 (first AC) · Tags: chinese remainder theorem, math, number theory

[Tlatoani's solution](#)

448.

2206K

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

Quality: 1,419 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[Tlatoani's solution](#)

449.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 1300 · first AC: 2026-03-12 · Kotlin 2.2 (first AC) · Tags: binary search, math, strings

[Tlatoani's solution](#)

450.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1300 · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: data structures

[Tlatoani's solution](#)

451.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · Kotlin 2.2 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

452.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,105 global accepts · Rating: 1300 · first AC: 2025-11-16 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

453.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · Kotlin 2.2 (first AC) · Tags: games

[Tlatoani's solution](#)

454.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · Kotlin 1.9 (first AC) · Tags: games, greedy

[Tlatoani's solution](#)

455.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-11 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation

[Tlatoani's solution](#)

456.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

457.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

458.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · Kotlin 1.9 (first AC) · Tags: dp, greedy, math

[Tlatoani's solution](#)

459.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: geometry, greedy, math

[Tlatoani's solution](#)

460.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · Kotlin 1.9 (first AC) · Tags: games, greedy

[Tlatoani's solution](#)

461.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-10-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation

[Tlatoani's solution](#)

462.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Tlatoani's solution](#)

463.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation

[Tlatoani's solution](#)

464.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · Kotlin 1.6 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Tlatoani's solution](#)

465.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · Kotlin 1.6 (first AC) · Tags: dp, greedy, implementation, math

[Tlatoani's solution](#)

466.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · Kotlin 1.7 (first AC) · Tags: brute force, greedy

[Tlatoani's solution](#)

467.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · Kotlin 1.7 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

468.

1810C

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

Quality: 16,550 global accepts · Rating: 1300 · first AC: 2023-03-31 · Kotlin 1.7 (first AC) · Tags: brute force, greedy, sortings

[Tlatoani's solution](#)

469.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tlatoani's solution](#)

470.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · Kotlin 1.6 (first AC) · Tags: binary search, implementation, math

[Tlatoani's solution](#)

471.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · Kotlin 1.6 (first AC) · Tags: greedy

[Tlatoani's solution](#)

472.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: graphs, implementation, trees

[Tlatoani's solution](#)

473.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, math, number theory

[Tlatoani's solution](#)

474.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, math

[Tlatoani's solution](#)

475.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · Kotlin 1.4 (first AC) · Tags: implementation

[Tlatoani's solution](#)

476.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · Kotlin 1.4 (first AC) · Tags: greedy, math, strings

[Tlatoani's solution](#)

477.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,082 global accepts · Rating: 1300 · first AC: 2021-07-30 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dp,

implementation

[Tlatoani's solution](#)

478.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2021-07-30 · Kotlin 1.4 (first AC) · Tags: brute force

[Tlatoani's solution](#)

479.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · Kotlin 1.4 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Tlatoani's solution](#)

480.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tlatoani's solution](#)

481.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,807 global accepts · Rating: 1300 · first AC: 2021-06-13 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Tlatoani's solution](#)

482.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, math, two pointers

[Tlatoani's solution](#)

483.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory

[Tlatoani's solution](#)

484.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Tlatoani's solution](#)

485.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[Tlatoani's solution](#)

486.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, greedy, math

[Tlatoani's solution](#)

487.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1300 · first AC: 2021-01-05 · Kotlin 1.4 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Tlatoani's solution](#)

488.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: dp, greedy, strings

[Tlatoani's solution](#)

489.

1454D

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

Quality: 22,145 global accepts · Rating: 1300 · first AC: 2020-11-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory

[Tlatoani's solution](#)

490.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, sortings

[Tlatoani's solution](#)

491.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[Tlatoani's solution](#)

492.

1420C1

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

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2020-09-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dp, greedy

[Tlatoani's solution](#)

493.

871A

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

Rating: 1300 · first AC: 2020-09-16 · Kotlin 1.4 (first AC) · Tags: dp, greedy, math, number theory

[Tlatoani's solution](#)

494.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

495.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, strings

[Tlatoani's solution](#)

496.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-01 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[Tlatoani's solution](#)

497.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

498.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

499.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: implementation

[Tlatoani's solution](#)

500.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, math

[Tlatoani's solution](#)

501.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1300 · first AC: 2020-04-03 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, sortings

[Tlatoani's solution](#)

502.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,248 global accepts · Rating: 1300 · first AC: 2020-04-02 · Kotlin 1.4 (first AC) · Tags: implementation, math

[Tlatoani's solution](#)

503.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,267 global accepts · Rating: 1300 · first AC: 2020-03-25 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, greedy

[Tlatoani's solution](#)

504.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: combinatorics, greedy, math

[Tlatoani's solution](#)

505.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · Kotlin 1.4 (first AC) · Tags: greedy

[Tlatoani's solution](#)

506.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · Kotlin 1.4 (first AC) · Tags: geometry, greedy, math

[Tlatoani's solution](#)

507.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2020-02-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tlatoani's solution](#)

508.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · last AC: 2019-12-28 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, implementation

[Tlatoani's solution](#)

509.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · Kotlin 1.4 (first AC) · Tags: binary search, math

[Tlatoani's solution](#)

510.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: data structures, sortings, two pointers

[Tlatoani's solution](#)

511.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · Kotlin 1.4 (first AC) · Tags: implementation, math, number theory

[Tlatoani's solution](#)

512.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-06 · Kotlin 1.4 (first AC) · Tags: binary search, math

[Tlatoani's solution](#)

513.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · Kotlin 1.4 (first AC) · Tags: combinatorics, greedy, math

[Tlatoani's solution](#)

514.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: dp, strings

[Tlatoani's solution](#)

515.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[Tlatoani's solution](#)

516.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · Java 8 (first AC) · Tags: dfs and similar, implementation, strings

[Tlatoani's solution](#)

517.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · Java 8 (first AC) · Tags: combinatorics, math, strings

[Tlatoani's solution](#)

518.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,631 global accepts · Rating: 1400 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[Tlatoani's solution](#)

519.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Tlatoani's solution](#)

520.

2199B

[Two Towers](#) · [Tutorial](#)

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

[Tlatoani's solution](#)

521.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · Kotlin 2.2 (first AC) · Tags: combinatorics, constructive algorithms, dp,

greedy, strings, two pointers

[Tlatoani's solution](#)

522.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-03 · Kotlin 2.2 (first AC) · Tags: data structures, greedy, math

[Tlatoani's solution](#)

523.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · Kotlin 1.9 (first AC) · Tags: games, greedy, sortings

[Tlatoani's solution](#)

524.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Tlatoani's solution](#)

525.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Tlatoani's solution](#)

526.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, math

[Tlatoani's solution](#)

527.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, implementation

[Tlatoani's solution](#)

528.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Tlatoani's solution](#)

529.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, math

[Tlatoani's solution](#)

530.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · Kotlin 1.9 (first AC) · Tags: brute force, math, number theory

[Tlatoani's solution](#)

531.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Tlatoani's solution](#)

532.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · Kotlin 1.9 (first AC) · Tags: games, greedy, math, sortings

[Tlatoani's solution](#)

533.

1929C

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Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-04-07 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

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534.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: greedy, math, sortings

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535.

1919C

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Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · Kotlin 1.6 (first AC) · Tags: data structures, dp, greedy

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536.

1909C

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Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

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537.

1896C

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Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

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538.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · Kotlin 1.6 (first AC) · Tags: binary search, greedy, sortings

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539.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy

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540.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

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541.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Tlatoani's solution](#)

542.

1830A

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Quality: 20,314 global accepts · Rating: 1400 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, graphs, trees
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543.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · Kotlin 1.7 (first AC) · Tags: greedy, implementation
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544.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · Kotlin 1.6 (first AC) · Tags: graphs, greedy
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545.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-11-20 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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546.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, games, greedy, sortings
[Tlatoani's solution](#)

547.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Tlatoani's solution](#)

548.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · Kotlin 1.5 (first AC) · Tags: data structures, greedy, implementation, sortings
[Tlatoani's solution](#)

549.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 1400 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy
[Tlatoani's solution](#)

550.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[Tlatoani's solution](#)

551.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[Tlatoani's solution](#)

552.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Tlatoani's solution](#)

553.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · Kotlin 1.4 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Tlatoani's solution](#)

554.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,728 global accepts · Rating: 1400 · first AC: 2021-05-28 · Kotlin 1.4 (first AC) · Tags: dp, math, number theory

[Tlatoani's solution](#)

555.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2021-05-28 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tlatoani's solution](#)

556.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 1400 · first AC: 2021-05-05 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

557.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy

[Tlatoani's solution](#)

558.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-29 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Tlatoani's solution](#)

559.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Tlatoani's solution](#)

560.

1506D

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

Quality: 25,532 global accepts · Rating: 1400 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy

[Tlatoani's solution](#)

561.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Tlatoani's solution](#)

562.

1490E

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

Quality: 20,993 global accepts · Rating: 1400 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy
[Tlatoani's solution](#)

563.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · Kotlin 1.4 (first AC) · Tags: combinatorics, graphs, math
[Tlatoani's solution](#)

564.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · Kotlin 1.4 (first AC) · Tags: greedy, math, number theory
[Tlatoani's solution](#)

565.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · Kotlin 1.4 (first AC) · Tags: brute force, dp, implementation
[Tlatoani's solution](#)

566.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation
[Tlatoani's solution](#)

567.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · Kotlin 1.4 (first AC) · Tags: dp, greedy, hashing, implementation, strings
[Tlatoani's solution](#)

568.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math, sortings
[Tlatoani's solution](#)

569.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers
[Tlatoani's solution](#)

570.

1421C

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Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, strings
[Tlatoani's solution](#)

571.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, sortings
[Tlatoani's solution](#)

572.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math
[Tlatoani's solution](#)

573.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Tlatoani's solution](#)

574.

1380B

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Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: greedy

[Tlatoani's solution](#)

575.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,152 global accepts · Rating: 1400 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

576.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy

[Tlatoani's solution](#)

577.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-06-28 · Kotlin 1.4 (first AC) · Tags: math, sortings, two pointers

[Tlatoani's solution](#)

578.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: implementation, strings

[Tlatoani's solution](#)

579.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Tlatoani's solution](#)

580.

1088C

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

Quality: 8,518 global accepts · Rating: 1400 · first AC: 2020-05-20 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

581.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

582.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,452 global accepts · Rating: 1400 · first AC: 2020-05-12 · Kotlin 1.4 (first AC) · Tags: dp, math, number theory

[Tlatoani's solution](#)

583.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · Kotlin 1.4 (first AC) · Tags: data structures, implementation

[Tlatoani's solution](#)

584.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2020-03-31 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, sortings
[Tlatoani's solution](#)

585.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1400 · first AC: 2020-03-09 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[Tlatoani's solution](#)

586.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,657 global accepts · Rating: 1400 · first AC: 2020-03-01 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, math, sortings
[Tlatoani's solution](#)

587.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: greedy
[Tlatoani's solution](#)

588.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · Kotlin 1.4 (first AC) · Tags: data structures, dsu, implementation
[Tlatoani's solution](#)

589.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[Tlatoani's solution](#)

590.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, math
[Tlatoani's solution](#)

591.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · Kotlin 1.4 (first AC) · Tags: data structures, implementation
[Tlatoani's solution](#)

592.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Tlatoani's solution](#)

593.

1263C

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Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · Kotlin 1.4 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[Tlatoani's solution](#)

594.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[Tlatoani's solution](#)

595.

1103A

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Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-08-23 · Java 8 (first AC) · Tags: constructive algorithms, implementation

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596.

1200C

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Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · Java 8 (first AC) · Tags: math, number theory

[Tlatoani's solution](#)

597.

1201C

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Quality: 33,229 global accepts · Rating: 1400 · first AC: 2019-08-04 · Java 8 (first AC) · Tags: binary search, greedy, math, sortings

[Tlatoani's solution](#)

598.

1197C

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Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-23 · Java 8 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

599.

1195C

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

Quality: 34,832 global accepts · Rating: 1400 · first AC: 2019-07-17 · Kotlin 1.4 (first AC) · Tags: dp

[Tlatoani's solution](#)

600.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · Java 8 (first AC) · Tags: implementation, two pointers

[Tlatoani's solution](#)

601.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · Kotlin 1.4 (first AC) · Tags: data structures, dp, implementation, math

[Tlatoani's solution](#)

602.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-07-01 · last AC: 2019-07-01 · PyPy 3 (first AC) · Tags: binary search, math

[Tlatoani's solution](#)

603.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2019-07-01 · last AC: 2019-07-01 · PyPy 3 (first AC) · Tags: greedy, sortings

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604.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: greedy, implementation

[Tlatoani's solution](#)

605.

1091C

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Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: math, number theory

[Tlatoani's solution](#)

606.

2218F

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Quality: 7,256 global accepts · Rating: 1500 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

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607.

2155C

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Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · Kotlin 2.2 (first AC) · Tags: brute force, greedy, implementation

[Tlatoani's solution](#)

608.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Tlatoani's solution](#)

609.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

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610.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tlatoani's solution](#)

611.

2053C

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

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Tlatoani's solution](#)

612.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[Tlatoani's solution](#)

613.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Tlatoani's solution](#)

614.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · Kotlin 1.6 (first AC) · Tags: combinatorics, number theory, sortings

[Tlatoani's solution](#)

615.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · Kotlin 1.6 (first AC) · Tags: dp

[Tlatoani's solution](#)

616.

1817A

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

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · Kotlin 1.7 (first AC) · Tags: binary search, data structures, greedy

[Tlatoani's solution](#)

617.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · Kotlin 1.7 (first AC) · Tags: brute force, greedy, math, number theory

[Tlatoani's solution](#)

618.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures

[Tlatoani's solution](#)

619.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, games, implementation, math

[Tlatoani's solution](#)

620.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

621.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: dsu, greedy, strings

[Tlatoani's solution](#)

622.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,655 global accepts · Rating: 1500 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[Tlatoani's solution](#)

623.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

624.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · Kotlin 1.4 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Tlatoani's solution](#)

625.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: greedy, sortings, strings

[Tlatoani's solution](#)

626.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · Kotlin 1.4 (first AC) · Tags: dp, greedy, strings, two pointers

[Tlatoani's solution](#)

627.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · Kotlin 1.4 (first AC) · Tags: sortings

[Tlatoani's solution](#)

628.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · Kotlin 1.4 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Tlatoani's solution](#)

629.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory

[Tlatoani's solution](#)

630.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp, greedy

[Tlatoani's solution](#)

631.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · Kotlin 1.4 (first AC) · Tags: greedy, sortings, two pointers

[Tlatoani's solution](#)

632.

1516B

[AGAGA XXXORRR](#) · [Tutorial](#)

Quality: 25,532 global accepts · Rating: 1500 · first AC: 2021-04-21 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Tlatoani's solution](#)

633.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation

[Tlatoani's solution](#)

634.

1499C

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

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, math

[Tlatoani's solution](#)

635.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Tlatoani's solution](#)

636.

1486B

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

Quality: 20,476 global accepts · Rating: 1500 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: binary search, geometry, shortest paths,

sortings

[Tlatoani's solution](#)

637.

1490F

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

Quality: 18,379 global accepts · Rating: 1500 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Tlatoani's solution](#)

638.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, math, number theory

[Tlatoani's solution](#)

639.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Tlatoani's solution](#)

640.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings, trees

[Tlatoani's solution](#)

641.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Tlatoani's solution](#)

642.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1500 · first AC: 2020-12-11 · Kotlin 1.4 (first AC) · Tags: dp, math, probabilities

[Tlatoani's solution](#)

643.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Tlatoani's solution](#)

644.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics

[Tlatoani's solution](#)

645.

1416A

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Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, implementation, two pointers

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646.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: implementation, strings

[Tlatoani's solution](#)

647.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · Kotlin 1.4 (first AC) · Tags: binary search, dp, implementation, math, two pointers

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648.

1418C

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Quality: 28,126 global accepts · Rating: 1500 · first AC: 2020-09-14 · Kotlin 1.4 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Tlatoani's solution](#)

649.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2020-09-12 · Kotlin 1.4 (first AC) · Tags: dp, games, greedy

[Tlatoani's solution](#)

650.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2020-08-21 · Kotlin 1.4 (first AC) · Tags: games, greedy

[Tlatoani's solution](#)

651.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2020-08-19 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs

[Tlatoani's solution](#)

652.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2020-08-11 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Tlatoani's solution](#)

653.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2020-08-09 · Kotlin 1.4 (first AC) · Tags: implementation

[Tlatoani's solution](#)

654.

1399D

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

Quality: 19,900 global accepts · Rating: 1500 · first AC: 2020-08-05 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Tlatoani's solution](#)

655.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,020 global accepts · Rating: 1500 · first AC: 2020-07-26 · Kotlin 1.4 (first AC) · Tags: dp, number theory

[Tlatoani's solution](#)

656.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-17 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Tlatoani's solution](#)

657.

1102D

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

Quality: 8,561 global accepts · Rating: 1500 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: greedy, strings

[Tlatoani's solution](#)

658.

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2020-06-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, sortings

[Tlatoani's solution](#)

659.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[Tlatoani's solution](#)

660.

1368B

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

Quality: 21,423 global accepts · Rating: 1500 · first AC: 2020-06-18 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Tlatoani's solution](#)

661.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2020-05-18 · Kotlin 1.4 (first AC) · Tags: binary search, strings, two pointers

[Tlatoani's solution](#)

662.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, math

[Tlatoani's solution](#)

663.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1500 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, two pointers

[Tlatoani's solution](#)

664.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, implementation

[Tlatoani's solution](#)

665.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

666.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,958 global accepts · Rating: 1500 · first AC: 2020-04-02 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

667.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: hashing, string suffix structures, strings

[Tlatoani's solution](#)

668.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2020-03-18 · Kotlin 1.4 (first AC) · Tags: brute force, geometry, implementation, math
[Tlatoani's solution](#)

669.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · Kotlin 1.4 (first AC) · Tags: brute force, dp, math, strings
[Tlatoani's solution](#)

670.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · Kotlin 1.4 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[Tlatoani's solution](#)

671.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math
[Tlatoani's solution](#)

672.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-26 · last AC: 2019-12-26 · Kotlin 1.4 (first AC) · Tags: greedy, math
[Tlatoani's solution](#)

673.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-12-19 · Kotlin 1.4 (first AC) · Tags: math
[Tlatoani's solution](#)

674.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-12-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy
[Tlatoani's solution](#)

675.

1263D

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Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-11-29 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, graphs
[Tlatoani's solution](#)

676.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2019-11-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory
[Tlatoani's solution](#)

677.

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-19 · Kotlin 1.4 (first AC) · Tags: dp, number theory
[Tlatoani's solution](#)

678.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation
[Tlatoani's solution](#)

679.

1211B

[Traveling Around the Golden Ring of Berland](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

680.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Tlatoani's solution](#)

681.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: dp, greedy

[Tlatoani's solution](#)

682.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1500 · first AC: 2019-08-05 · PyPy 3 (first AC) · Tags: binary search, sortings, two pointers

[Tlatoani's solution](#)

683.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,463 global accepts · Rating: 1500 · first AC: 2019-08-04 · Java 8 (first AC) · Tags: greedy, math

[Tlatoani's solution](#)

684.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-25 · PyPy 3 (first AC) · Tags: implementation

[Tlatoani's solution](#)

685.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-25 · PyPy 3 (first AC) · Tags: implementation

[Tlatoani's solution](#)

686.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tlatoani's solution](#)

687.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · Kotlin 1.4 (first AC) · Tags: combinatorics, math, number theory

[Tlatoani's solution](#)

688.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

689.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: data structures, implementation

[Tlatoani's solution](#)

690.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,106 global accepts · Rating: 1500 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: greedy, implementation

[Tlatoani's solution](#)

691.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1600 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Tlatoani's solution](#)

692.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 1600 · first AC: 2026-04-05 · last AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, number theory

[Tlatoani's solution](#)

693.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1600 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: games

[Tlatoani's solution](#)

694.

2207C

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

Quality: 5,442 global accepts · Rating: 1600 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: data structures, divide and conquer, dp, math

[Tlatoani's solution](#)

695.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, constructive algorithms, greedy

[Tlatoani's solution](#)

696.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,577 global accepts · Rating: 1600 · first AC: 2026-02-11 · Kotlin 2.2 (first AC) · Tags: brute force, math, two pointers

[Tlatoani's solution](#)

697.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · Kotlin 1.9 (first AC) · Tags: bitmasks, data structures

[Tlatoani's solution](#)

698.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · Kotlin 1.9 (first AC) · Tags: 2-sat, combinatorics, dp

[Tlatoani's solution](#)

699.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Tlatoani's solution](#)

700.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Tlatoani's solution](#)

701.

2018A

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Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · Kotlin 1.9 (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Tlatoani's solution](#)

702.

1958D

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Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[Tlatoani's solution](#)

703.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

704.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Tlatoani's solution](#)

705.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · Kotlin 1.7 (first AC) · Tags: dp, greedy, math

[Tlatoani's solution](#)

706.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,051 global accepts · Rating: 1600 · first AC: 2023-01-18 · Kotlin 1.7 (first AC) · Tags: geometry, implementation, sortings

[Tlatoani's solution](#)

707.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · Kotlin 1.7 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Tlatoani's solution](#)

708.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · Kotlin 1.7 (first AC) · Tags: data structures, greedy

[Tlatoani's solution](#)

709.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp

[Tlatoani's solution](#)

710.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-12-24 · Kotlin 1.5 (first AC) · Tags: binary search, greedy

[Tlatoani's solution](#)

711.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, math, number theory

[Tlatoani's solution](#)

712.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Tlatoani's solution](#)

713.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Tlatoani's solution](#)

714.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Tlatoani's solution](#)

715.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-07-30 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Tlatoani's solution](#)

716.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Tlatoani's solution](#)

717.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · Kotlin 1.4 (first AC) · Tags: math, number theory

[Tlatoani's solution](#)

718.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Tlatoani's solution](#)

719.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Tlatoani's solution](#)

720.

1526C2

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

Quality: 29,724 global accepts · Rating: 1600 · first AC: 2021-05-28 · Kotlin 1.4 (first AC) · Tags: data structures, greedy

[Tlatoani's solution](#)

721.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · Kotlin 1.4 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy,

trees

[Tlatoani's solution](#)

722.

1527C

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

Quality: 14,976 global accepts · Rating: 1600 · first AC: 2021-05-20 · Kotlin 1.4 (first AC) · Tags: hashing, implementation, math

[Tlatoani's solution](#)

723.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-05 · Kotlin 1.4 (first AC) · Tags: binary search, interactive

[Tlatoani's solution](#)

724.

1519D

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

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-04-29 · Kotlin 1.4 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Tlatoani's solution](#)

725.

1514C

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

Quality: 18,285 global accepts · Rating: 1600 · first AC: 2021-04-19 · Kotlin 1.4 (first AC) · Tags: greedy, number theory

[Tlatoani's solution](#)

726.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-12 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Tlatoani's solution](#)

727.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math

[Tlatoani's solution](#)

728.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

729.

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp

[Tlatoani's solution](#)

730.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation

[Tlatoani's solution](#)

731.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

732.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: binary search, interactive

[Tlatoani's solution](#)

733.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy

[Tlatoani's solution](#)

734.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · Kotlin 1.4 (first AC) · Tags: dp, graphs, greedy

[Tlatoani's solution](#)

735.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · Kotlin 1.4 (first AC) · Tags: combinatorics, math, sortings

[Tlatoani's solution](#)

736.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · Kotlin 1.4 (first AC) · Tags: dp, greedy, implementation, two pointers

[Tlatoani's solution](#)

737.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Tlatoani's solution](#)

738.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · Kotlin 1.4 (first AC) · Tags: dp, greedy, sortings

[Tlatoani's solution](#)

739.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

740.

1431C

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Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation

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741.

1437D

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Quality: 14,373 global accepts · Rating: 1600 · first AC: 2020-10-27 · Kotlin 1.4 (first AC) · Tags: graphs, greedy, shortest paths, trees

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742.

1423K

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Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · Kotlin 1.4 (first AC) · Tags: binary search, math, number theory, two pointers

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743.

1407C

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Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · last AC: 2020-09-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

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744.

453A

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Quality: 12,439 global accepts · Rating: 1600 · first AC: 2020-09-03 · Kotlin 1.4 (first AC) · Tags: probabilities

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745.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, number theory

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746.

735C

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Quality: 7,965 global accepts · Rating: 1600 · first AC: 2020-08-19 · Kotlin 1.4 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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747.

1395C

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Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-12 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Tlatoani's solution](#)

748.

712C

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Quality: 6,202 global accepts · Rating: 1600 · first AC: 2020-07-27 · Kotlin 1.4 (first AC) · Tags: greedy, math

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749.

1371D

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Quality: 13,707 global accepts · Rating: 1600 · first AC: 2020-07-01 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation

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750.

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings

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751.

1373D

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Quality: 17,665 global accepts · Rating: 1600 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: divide and conquer, dp, greedy, implementation

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752.

849B

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Quality: 3,996 global accepts · Rating: 1600 · first AC: 2020-06-10 · Kotlin 1.4 (first AC) · Tags: brute force, geometry

[Tlatoani's solution](#)

753.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1600 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: combinatorics, implementation, math

[Tlatoani's solution](#)

754.

1363C

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Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: games, trees

[Tlatoani's solution](#)

755.

1346D

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Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[Tlatoani's solution](#)

756.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[Tlatoani's solution](#)

757.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: math

[Tlatoani's solution](#)

758.

1353D

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

Quality: 20,278 global accepts · Rating: 1600 · first AC: 2020-05-14 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, sortings

[Tlatoani's solution](#)

759.

1349A

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Quality: 21,633 global accepts · Rating: 1600 · first AC: 2020-05-12 · Kotlin 1.4 (first AC) · Tags: data structures, math, number theory

[Tlatoani's solution](#)

760.

1352G

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Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[Tlatoani's solution](#)

761.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · Kotlin 1.4 (first AC) · Tags: math, number theory, sortings

[Tlatoani's solution](#)

762.

1336A

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Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Tlatoani's solution](#)

763.

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2020-04-05 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, greedy

[Tlatoani's solution](#)

764.

1203D1

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Quality: 9,485 global accepts · Rating: 1600 · first AC: 2020-03-30 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[Tlatoani's solution](#)

765.

734C

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Quality: 5,684 global accepts · Rating: 1600 · first AC: 2020-03-21 · Kotlin 1.4 (first AC) · Tags: binary search, dp, greedy, two pointers

[Tlatoani's solution](#)

766.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2020-03-11 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp

[Tlatoani's solution](#)

767.

243A

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Quality: 4,465 global accepts · Rating: 1600 · first AC: 2020-03-11 · last AC: 2020-03-11 · Kotlin 1.4 (first AC) · Tags: bitmasks

[Tlatoani's solution](#)

768.

1137B

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Quality: 7,012 global accepts · Rating: 1600 · first AC: 2020-03-07 · Kotlin 1.4 (first AC) · Tags: greedy, hashing, strings

[Tlatoani's solution](#)

769.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2020-03-06 · Kotlin 1.4 (first AC) · Tags: implementation, sortings

[Tlatoani's solution](#)

770.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, math, number theory

[Tlatoani's solution](#)

771.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Tlatoani's solution](#)

772.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1600 · first AC: 2020-03-01 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, trees

[Tlatoani's solution](#)

773.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2020-02-08 · Kotlin 1.4 (first AC) · Tags: brute force, geometry, greedy, math

[Tlatoani's solution](#)

774.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, implementation

[Tlatoani's solution](#)

775.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · Kotlin 1.4 (first AC) · Tags: combinatorics, math

[Tlatoani's solution](#)

776.

1238C

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Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-12-27 · Kotlin 1.4 (first AC) · Tags: dp, greedy, math

[Tlatoani's solution](#)

777.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, sortings

[Tlatoani's solution](#)

778.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-02 · Kotlin 1.4 (first AC) · Tags: data structures

[Tlatoani's solution](#)

779.

1198B

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Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: binary search, brute force, data structures, sortings

[Tlatoani's solution](#)

780.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: sortings, two pointers

[Tlatoani's solution](#)

781.

1196D2

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[Tlatoani's solution](#)

782.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-05 · Java 8 (first AC) · Tags: data structures, expression parsing, implementation

[Tlatoani's solution](#)

783.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · Java 8 (first AC) · Tags: constructive algorithms, trees

[Tlatoani's solution](#)

784.

1096C

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Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · Java 8 (first AC) · Tags: brute force, geometry

[Tlatoani's solution](#)

785.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,080 global accepts · Rating: 1700 · first AC: 2026-02-23 · last AC: 2026-04-21 · Kotlin 2.2 (first AC) · Tags: data structures, dp

[Tlatoani's solution](#)

786.

2206J

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Quality: 1,006 global accepts · Rating: 1700 · first AC: 2026-03-14 · Kotlin 2.2 (first AC) · Tags: math

[Tlatoani's solution](#)

787.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,492 global accepts · Rating: 1700 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Tlatoani's solution](#)

788.

2201B

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Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: constructive algorithms

[Tlatoani's solution](#)

789.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tlatoani's solution](#)

790.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · Kotlin 2.2 (first AC) · Tags: brute force, implementation

[Tlatoani's solution](#)

791.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, implementation, interactive

[Tlatoani's solution](#)

792.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · Kotlin 2.2 (first AC) · Tags: games, greedy, math

[Tlatoani's solution](#)

793.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-21 · Kotlin 2.2 (first AC) · Tags: games, greedy

[Tlatoani's solution](#)

794.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-08-28 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, interactive, math

[Tlatoani's solution](#)

795.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Tlatoani's solution](#)

796.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · Kotlin 1.9 (first AC) · Tags: dp, implementation

[Tlatoani's solution](#)

797.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, number theory

[Tlatoani's solution](#)

798.

2053D

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Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Tlatoani's solution](#)

799.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math, number theory

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800.

2029C

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801.

2018C

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Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

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802.

2006A

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803.

1983D

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Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

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804.

1986E

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Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · Kotlin 1.9 (first AC) · Tags: greedy, math, number theory, sortings

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805.

1984C2

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Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, greedy, math

[Tlatoani's solution](#)

806.

1975D

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Quality: 7,495 global accepts · Rating: 1700 · first AC: 2024-05-25 · Kotlin 1.9 (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Tlatoani's solution](#)

807.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: geometry, greedy, math

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808.

1930C

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Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

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809.

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, geometry, math

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810.

1896D

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Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

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811.

1889B

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Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, math, sortings

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812.

1864D

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Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Tlatoani's solution](#)

813.

1835A

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Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · Kotlin 1.6 (first AC) · Tags: brute force, implementation, math

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814.

1810D

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Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · Kotlin 1.7 (first AC) · Tags: binary search, math

[Tlatoani's solution](#)

815.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

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816.

1693B

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Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · Kotlin 1.6 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tlatoani's solution](#)

817.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, sortings
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818.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · Kotlin 1.4 (first AC) · Tags: data structures, implementation, math
[Tlatoani's solution](#)

819.

1672D

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Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[Tlatoani's solution](#)

820.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math
[Tlatoani's solution](#)

821.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, bitmasks, dp, greedy
[Tlatoani's solution](#)

822.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[Tlatoani's solution](#)

823.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[Tlatoani's solution](#)

824.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: data structures, greedy
[Tlatoani's solution](#)

825.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · Kotlin 1.4 (first AC) · Tags: data structures, dp, math
[Tlatoani's solution](#)

826.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, greedy, math
[Tlatoani's solution](#)

827.

578B

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Quality: 5,497 global accepts · Rating: 1700 · first AC: 2021-07-25 · Kotlin 1.4 (first AC) · Tags: brute force, greedy

[Tlatoani's solution](#)

828.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

829.

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · Kotlin 1.4 (first AC) · Tags: brute force, geometry, greedy, implementation

[Tlatoani's solution](#)

830.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Tlatoani's solution](#)

831.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, implementation

[Tlatoani's solution](#)

832.

1538D

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Quality: 15,265 global accepts · Rating: 1700 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math, number theory

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833.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

834.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Tlatoani's solution](#)

835.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1700 · first AC: 2021-04-10 · Kotlin 1.4 (first AC) · Tags: brute force, dp, math, number theory

[Tlatoani's solution](#)

836.

1497E1

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

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-03-17 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Tlatoani's solution](#)

837.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Tlatoani's solution](#)

838.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: implementation, math, sortings

[Tlatoani's solution](#)

839.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-02-12 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, math, number theory

[Tlatoani's solution](#)

840.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · Kotlin 1.4 (first AC) · Tags: binary search, interactive, ternary search

[Tlatoani's solution](#)

841.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, dsu, implementation

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842.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Tlatoani's solution](#)

843.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2021-01-08 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

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844.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Tlatoani's solution](#)

845.

1462E2

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

Quality: 11,364 global accepts · Rating: 1700 · first AC: 2020-12-15 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Tlatoani's solution](#)

846.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[Tlatoani's solution](#)

847.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · Kotlin 1.4 (first AC) · Tags: games, geometry, math

[Tlatoani's solution](#)

848.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

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849.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

850.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,485 global accepts · Rating: 1700 · first AC: 2020-08-21 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tlatoani's solution](#)

851.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2020-08-20 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Tlatoani's solution](#)

852.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2020-08-20 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, dp, math

[Tlatoani's solution](#)

853.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2020-08-19 · Kotlin 1.4 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Tlatoani's solution](#)

854.

1381A2

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

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Tlatoani's solution](#)

855.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,920 global accepts · Rating: 1700 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: combinatorics, sortings

[Tlatoani's solution](#)

856.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy, math

[Tlatoani's solution](#)

857.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-06-08 · Kotlin 1.4 (first AC) · Tags: combinatorics, math

[Tlatoani's solution](#)

858.

1361A

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

Quality: 8,844 global accepts · Rating: 1700 · first AC: 2020-06-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Tlatoani's solution](#)

859.

1346E

[Magic Tricks](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 1700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, dp, graphs

[Tlatoani's solution](#)

860.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2020-05-13 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dsu

[Tlatoani's solution](#)

861.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 1700 · first AC: 2020-05-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs

[Tlatoani's solution](#)

862.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, graphs, greedy

[Tlatoani's solution](#)

863.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, two pointers

[Tlatoani's solution](#)

864.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Tlatoani's solution](#)

865.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2020-04-12 · last AC: 2020-04-12 · Kotlin 1.4 (first AC) · Tags: brute force, greedy

[Tlatoani's solution](#)

866.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, math

[Tlatoani's solution](#)

867.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2020-03-29 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, implementation, two pointers

[Tlatoani's solution](#)

868.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2020-03-22 · Kotlin 1.4 (first AC) · Tags: dp, matrices

[Tlatoani's solution](#)

869.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2020-03-20 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Tlatoani's solution](#)

870.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,360 global accepts · Rating: 1700 · first AC: 2020-03-20 · Kotlin 1.4 (first AC) · Tags: geometry, math

[Tlatoani's solution](#)

871.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2020-03-18 · last AC: 2020-03-18 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Tlatoani's solution](#)

872.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,367 global accepts · Rating: 1700 · first AC: 2020-03-05 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Tlatoani's solution](#)

873.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Tlatoani's solution](#)

874.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings

[Tlatoani's solution](#)

875.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2020-01-19 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Tlatoani's solution](#)

876.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-13 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, greedy

[Tlatoani's solution](#)

877.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · Kotlin 1.4 (first AC) · Tags: combinatorics, math, probabilities

[Tlatoani's solution](#)

878.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-12-03 · Kotlin 1.4 (first AC) · Tags: greedy, strings

[Tlatoani's solution](#)

879.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · Kotlin 1.4 (first AC) · Tags: greedy, math, number theory

[Tlatoani's solution](#)

880.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation

[Tlatoani's solution](#)

881.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Tlatoani's solution](#)

882.

1249E

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

Quality: 10,998 global accepts · Rating: 1700 · first AC: 2019-10-22 · Kotlin 1.4 (first AC) · Tags: dp, shortest paths

[Tlatoani's solution](#)

883.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, geometry, greedy

[Tlatoani's solution](#)

884.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,726 global accepts · Rating: 1700 · first AC: 2019-09-14 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, graphs

[Tlatoani's solution](#)

885.

1211C

[Ice Cream](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1700 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[Tlatoani's solution](#)

886.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-21 · last AC: 2019-08-21 · Kotlin 1.4 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Tlatoani's solution](#)

887.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · Java 8 (first AC) · Tags: brute force, dp, shortest paths

[Tlatoani's solution](#)

888.

1168A

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-07-25 · last AC: 2019-07-25 · Kotlin 1.4 (first AC) · Tags: binary search, greedy

[Tlatoani's solution](#)

889.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-16 · Haskell (first AC) · Tags: games, math

[Tlatoani's solution](#)

890.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2019-06-19 · Java 8 (first AC) · Tags: implementation, math

[Tlatoani's solution](#)

891.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · Java 8 (first AC) · Tags: brute force, data structures, greedy, math

[Tlatoani's solution](#)

892.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · Java 8 (first AC) · Tags: data structures, greedy, strings

[Tlatoani's solution](#)

893.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-20 · Java 8 (first AC) · Tags: bitmasks, graphs, interactive

[Tlatoani's solution](#)

894.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

895.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,306 global accepts · Rating: 1800 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Tlatoani's solution](#)

896.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · last AC: 2026-04-04 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation

[Tlatoani's solution](#)

897.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 1800 · first AC: 2026-03-14 · Kotlin 2.2 (first AC) · Tags: number theory

[Tlatoani's solution](#)

898.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[Tlatoani's solution](#)

899.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 1800 · first AC: 2026-02-11 · Kotlin 2.2 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Tlatoani's solution](#)

900.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · Kotlin 2.2 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Tlatoani's solution](#)

901.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,864 global accepts · Rating: 1800 · first AC: 2025-10-05 · Kotlin 2.2 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Tlatoani's solution](#)

902.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[Tlatoani's solution](#)

903.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, brute force

[Tlatoani's solution](#)

904.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Tlatoani's solution](#)

905.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · Kotlin 1.9 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Tlatoani's solution](#)

906.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Tlatoani's solution](#)

907.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Tlatoani's solution](#)

908.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, math, number theory

[Tlatoani's solution](#)

909.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Tlatoani's solution](#)

910.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · Kotlin 1.9 (first AC) · Tags: dp, games

[Tlatoani's solution](#)

911.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · last AC: 2024-04-27 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Tlatoani's solution](#)

912.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: brute force, dp, greedy, strings

[Tlatoani's solution](#)

913.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Tlatoani's solution](#)

914.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, sortings

[Tlatoani's solution](#)

915.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Tlatoani's solution](#)

916.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1800 · first AC: 2023-07-23 · Kotlin 1.6 (first AC) · Tags: binary search, math, number theory

[Tlatoani's solution](#)

917.

1824B1

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

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · Kotlin 1.7 (first AC) · Tags: combinatorics, math, probabilities, trees

[Tlatoani's solution](#)

918.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · Kotlin 1.7 (first AC) · Tags: brute force, dp, math, number theory

[Tlatoani's solution](#)

919.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Tlatoani's solution](#)

920.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · Kotlin 1.6 (first AC) · Tags: dp, greedy

[Tlatoani's solution](#)

921.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tlatoani's solution](#)

922.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-20 · last AC: 2021-10-20 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, interactive

[Tlatoani's solution](#)

923.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math

[Tlatoani's solution](#)

924.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

925.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Tlatoani's solution](#)

926.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-08-29 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Tlatoani's solution](#)

927.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[Tlatoani's solution](#)

928.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · Kotlin 1.4 (first AC) · Tags: binary search, implementation, sortings, strings

[Tlatoani's solution](#)

929.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,559 global accepts · Rating: 1800 · first AC: 2021-07-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, strings

[Tlatoani's solution](#)

930.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Tlatoani's solution](#)

931.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Tlatoani's solution](#)

932.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · Kotlin 1.4 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Tlatoani's solution](#)

933.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive, trees

[Tlatoani's solution](#)

934.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Tlatoani's solution](#)

935.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · Kotlin 1.4 (first AC) · Tags: dp, flows, graph matchings, greedy

[Tlatoani's solution](#)

936.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2021-04-27 · Kotlin 1.4 (first AC) · Tags: graphs, greedy, shortest paths

[Tlatoani's solution](#)

937.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · Kotlin 1.4 (first AC) · Tags: dp, graphs, shortest paths

[Tlatoani's solution](#)

938.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Tlatoani's solution](#)

939.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Tlatoani's solution](#)

940.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

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1477A

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942.

1316C

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1466E

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945.

1462F

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946.

1450D

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947.

1446B

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948.

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949.

1442A

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952.

1420D

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953.

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954.

1396B

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955.

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195C

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301A

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1005E1

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961.

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962.

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963.

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964.

1108E1

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965.

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966.

1038D

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967.

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968.

1329A

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969.

1326D2

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970.

1296E1

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972.

358D

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973.

1295D

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975.

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978.

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Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · Kotlin 1.4 (first AC) · Tags: dp, greedy, sortings

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980.

1254B1

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981.

1249D2

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982.

1221D

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983.

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984.

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985.

1196E

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986.

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1190B

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988.

1010C

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[Tlatoani's solution](#)

989.

1010B

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990.

1187C

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991.

1179B

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992.

2217D

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993.

2190B2

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994.

2165B

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995.

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996.

1949C

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998.

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2068F

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2002D1

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1958E

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1909D

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1010.

1887A2

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1011.

1887B

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1012.

1854A2

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1013.

1842D

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1014.

1817B

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1015.

1785B

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1016.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · Kotlin 1.7 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

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1017.

1746D

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1018.

1718A2

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1019.

1704D

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1020.

1677C

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1021.

1656D

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1022.

1627D

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1023.

1593D2

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1024.

1560F1

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1025.

1545B

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1026.

1547F

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1027.

1527B2

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1028.

1508A

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1029.

1512F

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1030.

1483B

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1031.

1495B

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1032.

1488D

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1033.

1488C

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1034.

1494C

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Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

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1035.

1486C2

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Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: binary search, interactive

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1036.

1490G

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Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, math

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1037.

1479B1

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1038.

1477B

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Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · Kotlin 1.4 (first AC) · Tags: data structures, greedy

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1039.

1475G

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Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · Kotlin 1.4 (first AC) · Tags: dp, math, number theory, sortings

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1040.

1475F

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Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · Kotlin 1.4 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Tlatoani's solution](#)

1041.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

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1042.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

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1043.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

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1044.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,381 global accepts · Rating: 1900 · first AC: 2020-10-18 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

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1045.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation

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1046.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, games, trees

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1047.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

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1048.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · Java 8 (first AC) · Tags: binary search, flows, graph matchings, graphs

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1049.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2020-10-05 · Kotlin 1.4 (first AC) · Tags: dp

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1050.

457B

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Quality: 1,210 global accepts · Rating: 1900 · first AC: 2020-08-26 · Kotlin 1.4 (first AC) · Tags: greedy

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1051.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2020-08-21 · Kotlin 1.4 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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1052.

19B

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Quality: 5,822 global accepts · Rating: 1900 · first AC: 2020-08-20 · Kotlin 1.4 (first AC) · Tags: dp

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1053.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-29 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy

[Tlatoani's solution](#)

1054.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2020-07-19 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms

[Tlatoani's solution](#)

1055.

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, sortings

[Tlatoani's solution](#)

1056.

1371E1

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Quality: 5,527 global accepts · Rating: 1900 · first AC: 2020-07-01 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Tlatoani's solution](#)

1057.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,840 global accepts · Rating: 1900 · first AC: 2020-06-16 · Kotlin 1.4 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Tlatoani's solution](#)

1058.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2020-06-13 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, number theory

[Tlatoani's solution](#)

1059.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2020-06-10 · Kotlin 1.4 (first AC) · Tags: math, number theory

[Tlatoani's solution](#)

1060.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: data structures, implementation

[Tlatoani's solution](#)

1061.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math, sortings

[Tlatoani's solution](#)

1062.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Tlatoani's solution](#)

1063.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

1064.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,167 global accepts · Rating: 1900 · first AC: 2020-05-18 · Kotlin 1.4 (first AC) · Tags: binary search, data structures

[Tlatoani's solution](#)

1065.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy

[Tlatoani's solution](#)

1066.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2020-05-07 · last AC: 2020-05-08 · Kotlin 1.4 (first AC) · Tags: data structures, greedy

[Tlatoani's solution](#)

1067.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2020-04-10 · Kotlin 1.4 (first AC) · Tags: dfs and similar, interactive, trees

[Tlatoani's solution](#)

1068.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2020-03-25 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, implementation

[Tlatoani's solution](#)

1069.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,233 global accepts · Rating: 1900 · first AC: 2020-03-24 · Kotlin 1.4 (first AC) · Tags: data structures

[Tlatoani's solution](#)

1070.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,843 global accepts · Rating: 1900 · first AC: 2020-03-17 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Tlatoani's solution](#)

1071.

1285D

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1072.

1305D

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Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Tlatoani's solution](#)

1073.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-24 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Tlatoani's solution](#)

1074.

1294E

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Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-02-19 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[Tlatoani's solution](#)

1075.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Tlatoani's solution](#)

1076.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2020-02-14 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Tlatoani's solution](#)

1077.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 1900 · first AC: 2020-02-02 · Kotlin 1.4 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Tlatoani's solution](#)

1078.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Tlatoani's solution](#)

1079.

1153D

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Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-12-04 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Tlatoani's solution](#)

1080.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · Kotlin 1.4 (first AC) · Tags: binary search, dp, greedy, sortings

[Tlatoani's solution](#)

1081.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1900 · first AC: 2019-11-06 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Tlatoani's solution](#)

1082.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Tlatoani's solution](#)

1083.

1208D

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

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: binary search, data structures, greedy, implementation

[Tlatoani's solution](#)

1084.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: bitmasks, interactive, math

[Tlatoani's solution](#)

1085.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Tlatoani's solution](#)

1086.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · Java 8 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[Tlatoani's solution](#)

1087.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2019-07-22 · Java 8 (first AC) · Tags: dp, greedy, math

[Tlatoani's solution](#)

1088.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Tlatoani's solution](#)

1089.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-07-04 · last AC: 2019-07-04 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Tlatoani's solution](#)

1090.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2019-07-03 · PyPy 3 (first AC) · Tags: dp, strings

[Tlatoani's solution](#)

1091.

1181C

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Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, implementation

[Tlatoani's solution](#)

1092.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 2000 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Tlatoani's solution](#)

1093.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Tlatoani's solution](#)

1094.

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, math

[Tlatoani's solution](#)

1095.

2201C

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

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: combinatorics, dp, greedy

[Tlatoani's solution](#)

1096.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2000 · first AC: 2026-02-11 · Kotlin 2.2 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Tlatoani's solution](#)

1097.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · Kotlin 2.2 (first AC) · Tags: binary search, divide and conquer, interactive

[Tlatoani's solution](#)

1098.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · Kotlin 2.2 (first AC) · Tags: bitmasks, greedy, math

[Tlatoani's solution](#)

1099.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Tlatoani's solution](#)

1100.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · Kotlin 2.2 (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Tlatoani's solution](#)

1101.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · Kotlin 1.9 (first AC) · Tags: combinatorics, constructive algorithms, math

[Tlatoani's solution](#)

1102.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1103.

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · Kotlin 1.9 (first AC) · Tags: combinatorics, greedy

[Tlatoani's solution](#)

1104.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · Kotlin 1.9 (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Tlatoani's solution](#)

1105.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Tlatoani's solution](#)

1106.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Tlatoani's solution](#)

1107.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, greedy

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1108.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Tlatoani's solution](#)

1109.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,880 global accepts · Rating: 2000 · first AC: 2024-06-09 · Kotlin 1.9 (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Tlatoani's solution](#)

1110.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics

[Tlatoani's solution](#)

1111.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Tlatoani's solution](#)

1112.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

1113.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy, trees

[Tlatoani's solution](#)

1114.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Tlatoani's solution](#)

1115.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: brute force, math

[Tlatoani's solution](#)

1116.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · Kotlin 1.6 (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Tlatoani's solution](#)

1117.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · Kotlin 1.7 (first AC) · Tags: brute force, dp, greedy, implementation

[Tlatoani's solution](#)

1118.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · Kotlin 1.6 (first AC) · Tags: greedy, implementation, math, number theory
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1119.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · Kotlin 1.6 (first AC) · Tags: combinatorics, math
[Tlatoani's solution](#)

1120.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs
[Tlatoani's solution](#)

1121.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy
[Tlatoani's solution](#)

1122.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · Kotlin 1.4 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[Tlatoani's solution](#)

1123.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-12-24 · Kotlin 1.5 (first AC) · Tags: combinatorics, dp, math, number theory
[Tlatoani's solution](#)

1124.

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, constructive algorithms, dp
[Tlatoani's solution](#)

1125.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Tlatoani's solution](#)

1126.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Tlatoani's solution](#)

1127.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, dp
[Tlatoani's solution](#)

1128.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation, sortings

[Tlatoani's solution](#)

1129.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive

[Tlatoani's solution](#)

1130.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Tlatoani's solution](#)

1131.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Tlatoani's solution](#)

1132.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Tlatoani's solution](#)

1133.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Tlatoani's solution](#)

1134.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Tlatoani's solution](#)

1135.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Tlatoani's solution](#)

1136.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,614 global accepts · Rating: 2000 · first AC: 2020-11-24 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Tlatoani's solution](#)

1137.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-21 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Tlatoani's solution](#)

1138.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 2000 · first AC: 2020-11-13 · Kotlin 1.4 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Tlatoani's solution](#)

1139.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

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1140.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation

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1141.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: dp

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1142.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

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1143.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

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1144.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Tlatoani's solution](#)

1145.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-09-12 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Tlatoani's solution](#)

1146.

522D

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Quality: 4,047 global accepts · Rating: 2000 · first AC: 2020-09-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures

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1147.

1080D

[Olga and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2020-09-08 · last AC: 2020-09-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, math

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1148.

490E

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Quality: 1,699 global accepts · Rating: 2000 · first AC: 2020-09-07 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, greedy, implementation

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1149.

453B

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Quality: 5,400 global accepts · Rating: 2000 · first AC: 2020-09-03 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp

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1150.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2020-09-02 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, number theory

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1151.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2020-08-24 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, greedy

[Tlatoani's solution](#)

1152.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2020-08-20 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation

[Tlatoani's solution](#)

1153.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2020-08-09 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings

[Tlatoani's solution](#)

1154.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Tlatoani's solution](#)

1155.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-08-02 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp

[Tlatoani's solution](#)

1156.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2020-07-26 · last AC: 2020-07-26 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp

[Tlatoani's solution](#)

1157.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2020-07-21 · Kotlin 1.4 (first AC) · Tags: games

[Tlatoani's solution](#)

1158.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Tlatoani's solution](#)

1159.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tlatoani's solution](#)

1160.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Tlatoani's solution](#)

1161.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2020-06-13 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Tlatoani's solution](#)

1162.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2020-06-10 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, implementation

[Tlatoani's solution](#)

1163.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: brute force, interactive, probabilities

[Tlatoani's solution](#)

1164.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tlatoani's solution](#)

1165.

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, math

[Tlatoani's solution](#)

1166.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dsu, number theory

[Tlatoani's solution](#)

1167.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2020-05-20 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Tlatoani's solution](#)

1168.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Tlatoani's solution](#)

1169.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

1170.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2020-05-11 · Kotlin 1.4 (first AC) · Tags: interactive, math, number theory

[Tlatoani's solution](#)

1171.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Tlatoani's solution](#)

1172.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[Tlatoani's solution](#)

1173.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2020-04-12 · Kotlin 1.4 (first AC) · Tags: binary search, interactive

[Tlatoani's solution](#)

1174.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Tlatoani's solution](#)

1175.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2020-03-25 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, number theory

[Tlatoani's solution](#)

1176.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2020-03-22 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp

[Tlatoani's solution](#)

1177.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2020-03-22 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[Tlatoani's solution](#)

1178.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-03-17 · Kotlin 1.4 (first AC) · Tags: data structures, dp

[Tlatoani's solution](#)

1179.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2020-03-13 · Kotlin 1.4 (first AC) · Tags: greedy, strings

[Tlatoani's solution](#)

1180.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2020-03-06 · Kotlin 1.4 (first AC) · Tags: math, strings

[Tlatoani's solution](#)

1181.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, sortings

[Tlatoani's solution](#)

1182.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · Kotlin 1.4 (first AC) · Tags: brute force, math

[Tlatoani's solution](#)

1183.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2020-02-02 · Kotlin 1.4 (first AC) · Tags: brute force, dp, hashing, implementation, math

[Tlatoani's solution](#)

1184.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-01-15 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Tlatoani's solution](#)

1185.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, dp

[Tlatoani's solution](#)

1186.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · Kotlin 1.4 (first AC) · Tags: data structures

[Tlatoani's solution](#)

1187.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-01-13 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Tlatoani's solution](#)

1188.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Tlatoani's solution](#)

1189.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-14 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy

[Tlatoani's solution](#)

1190.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · Kotlin 1.4 (first AC) · Tags: dp, greedy, sortings

[Tlatoani's solution](#)

1191.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, sortings, strings
[Tlatoani's solution](#)

1192.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-20 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation
[Tlatoani's solution](#)

1193.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, implementation
[Tlatoani's solution](#)

1194.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · Kotlin 1.4 (first AC) · Tags: dp, two pointers
[Tlatoani's solution](#)

1195.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · Kotlin 1.4 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[Tlatoani's solution](#)

1196.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[Tlatoani's solution](#)

1197.

1211E

[Double Permutation Inc.](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
[Tlatoani's solution](#)

1198.

1211D

[Teams](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 2000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, math
[Tlatoani's solution](#)

1199.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-08-23 · Java 8 (first AC) · Tags: binary search, constructive algorithms, interactive
[Tlatoani's solution](#)

1200.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-12 · Java 8 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[Tlatoani's solution](#)

1201.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · Java 8 (first AC) · Tags: data structures, divide and conquer, sortings, two

pointers

[Tlatoani's solution](#)

1202.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2019-07-02 · last AC: 2019-07-02 · Java 8 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Tlatoani's solution](#)

1203.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Tlatoani's solution](#)

1204.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

1205.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, binary search, greedy

[Tlatoani's solution](#)

1206.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · Kotlin 2.2 (first AC) · Tags: binary search, data structures, dp, greedy

[Tlatoani's solution](#)

1207.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · last AC: 2025-10-16 · Kotlin 2.2 (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Tlatoani's solution](#)

1208.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Tlatoani's solution](#)

1209.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dp, greedy

[Tlatoani's solution](#)

1210.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, interactive, math

[Tlatoani's solution](#)

1211.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Tlatoani's solution](#)

1212.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Tlatoani's solution](#)

1213.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Tlatoani's solution](#)

1214.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Tlatoani's solution](#)

1215.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Tlatoani's solution](#)

1216.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Tlatoani's solution](#)

1217.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · Kotlin 1.9 (first AC) · Tags: data structures, implementation, math, sortings

[Tlatoani's solution](#)

1218.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Tlatoani's solution](#)

1219.

1910E

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

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Tlatoani's solution](#)

1220.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: data structures, sortings

[Tlatoani's solution](#)

1221.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Tlatoani's solution](#)

1222.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · Kotlin 1.6 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Tlatoani's solution](#)

1223.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · Kotlin 1.6 (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Tlatoani's solution](#)

1224.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · Kotlin 1.7 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Tlatoani's solution](#)

1225.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · Kotlin 1.7 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tlatoani's solution](#)

1226.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · Kotlin 1.6 (first AC) · Tags: combinatorics, math

[Tlatoani's solution](#)

1227.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Tlatoani's solution](#)

1228.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · Kotlin 1.4 (first AC) · Tags: data structures, dp

[Tlatoani's solution](#)

1229.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · Kotlin 1.5 (first AC) · Tags: dfs and similar, math, number theory, trees

[Tlatoani's solution](#)

1230.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Tlatoani's solution](#)

1231.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Tlatoani's solution](#)

1232.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · Kotlin 1.4 (first AC) · Tags: data structures, sortings, trees, two pointers

[Tlatoani's solution](#)

1233.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, math

[Tlatoani's solution](#)

1234.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Tlatoani's solution](#)

1235.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, strings

[Tlatoani's solution](#)

1236.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2100 · first AC: 2021-07-10 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tlatoani's solution](#)

1237.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · last AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math, ternary search

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1238.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

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1239.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 2100 · first AC: 2021-04-21 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

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1240.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-12 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, greedy, math

[Tlatoani's solution](#)

1241.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy

[Tlatoani's solution](#)

1242.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Tlatoani's solution](#)

1243.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp

[Tlatoani's solution](#)

1244.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Tlatoani's solution](#)

1245.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

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1246.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

1247.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Tlatoani's solution](#)

1248.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Tlatoani's solution](#)

1249.

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp, games, greedy

[Tlatoani's solution](#)

1250.

1431F

[Neural Network Problem](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Tlatoani's solution](#)

1251.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Tlatoani's solution](#)

1252.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · Kotlin 1.4 (first AC) · Tags: data structures, implementation

[Tlatoani's solution](#)

1253.

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2020-08-27 · Kotlin 1.4 (first AC) · Tags: dp, geometry

[Tlatoani's solution](#)

1254.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · last AC: 2020-08-08 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Tlatoani's solution](#)

1255.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2020-07-29 · Kotlin 1.4 (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Tlatoani's solution](#)

1256.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · Kotlin 1.4 (first AC) · Tags: dp, greedy, two pointers

[Tlatoani's solution](#)

1257.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 2100 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: binary search, dsu, graphs, greedy

[Tlatoani's solution](#)

1258.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2020-06-08 · Kotlin 1.4 (first AC) · Tags: data structures, implementation

[Tlatoani's solution](#)

1259.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,177 global accepts · Rating: 2100 · first AC: 2020-06-08 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, sortings

[Tlatoani's solution](#)

1260.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: binary search, implementation, interactive, math

[Tlatoani's solution](#)

1261.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2020-05-18 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs

[Tlatoani's solution](#)

1262.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-05-13 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, dsu, graphs,

greedy, implementation, strings

[Tlatoani's solution](#)

1263.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2020-05-11 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive, matrices

[Tlatoani's solution](#)

1264.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: data structures, strings

[Tlatoani's solution](#)

1265.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Tlatoani's solution](#)

1266.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2020-04-02 · Kotlin 1.4 (first AC) · Tags: greedy

[Tlatoani's solution](#)

1267.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2020-03-29 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

1268.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2020-03-18 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Tlatoani's solution](#)

1269.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2020-03-18 · Kotlin 1.4 (first AC) · Tags: data structures, dp, graphs

[Tlatoani's solution](#)

1270.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2020-03-18 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, trees

[Tlatoani's solution](#)

1271.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-03-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Tlatoani's solution](#)

1272.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2020-03-16 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tlatoani's solution](#)

1273.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Tlatoani's solution](#)

1274.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · Kotlin 1.4 (first AC) · Tags: data structures, geometry, greedy

[Tlatoani's solution](#)

1275.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-01-28 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, dp, math

[Tlatoani's solution](#)

1276.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, hashing, sortings

[Tlatoani's solution](#)

1277.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-28 · Kotlin 1.4 (first AC) · Tags: data structures, dsu, graphs, trees

[Tlatoani's solution](#)

1278.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation

[Tlatoani's solution](#)

1279.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · Kotlin 1.4 (first AC) · Tags: data structures, implementation

[Tlatoani's solution](#)

1280.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Tlatoani's solution](#)

1281.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-09-21 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy

[Tlatoani's solution](#)

1282.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · last AC: 2019-08-23 · Java 8 (first AC) · Tags: brute force, data structures, implementation

[Tlatoani's solution](#)

1283.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · Java 8 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Tlatoani's solution](#)

1284.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · Java 8 (first AC) · Tags: binary search, dp, greedy, implementation

[Tlatoani's solution](#)

1285.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · Kotlin 1.4 (first AC) · Tags: data structures, two pointers

[Tlatoani's solution](#)

1286.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-07-03 · PyPy 3 (first AC) · Tags: brute force, math, sortings

[Tlatoani's solution](#)

1287.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[Tlatoani's solution](#)

1288.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · Java 8 (first AC) · Tags: bitmasks, brute force

[Tlatoani's solution](#)

1289.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · last AC: 2026-04-21 · Kotlin 2.2 (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Tlatoani's solution](#)

1290.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2200 · first AC: 2026-03-14 · Kotlin 2.2 (first AC) · Tags: dfs and similar

[Tlatoani's solution](#)

1291.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · Kotlin 2.2 (first AC) · Tags: combinatorics, math, trees

[Tlatoani's solution](#)

1292.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · Kotlin 2.2 (first AC) · Tags: games, greedy, math

[Tlatoani's solution](#)

1293.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Tlatoani's solution](#)

1294.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Tlatoani's solution](#)

1295.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Tlatoani's solution](#)

1296.

2073G

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Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-10 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1297.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · Kotlin 1.9 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Tlatoani's solution](#)

1298.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · Kotlin 1.9 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Tlatoani's solution](#)

1299.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, implementation, math

[Tlatoani's solution](#)

1300.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · Kotlin 1.9 (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Tlatoani's solution](#)

1301.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Tlatoani's solution](#)

1302.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · Kotlin 1.9 (first AC) · Tags: brute force, math, number theory

[Tlatoani's solution](#)

1303.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · Kotlin 1.6 (first AC) · Tags: brute force, combinatorics, dp, math

[Tlatoani's solution](#)

1304.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Tlatoani's solution](#)

1305.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · Kotlin 1.7 (first AC) · Tags: data structures, greedy, implementation

[Tlatoani's solution](#)

1306.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 2200 · first AC: 2022-10-07 · Kotlin 1.6 (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Tlatoani's solution](#)

1307.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Tlatoani's solution](#)

1308.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Tlatoani's solution](#)

1309.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Tlatoani's solution](#)

1310.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · Kotlin 1.5 (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Tlatoani's solution](#)

1311.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Tlatoani's solution](#)

1312.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: dp

[Tlatoani's solution](#)

1313.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, math

[Tlatoani's solution](#)

1314.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy

[Tlatoani's solution](#)

1315.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · Kotlin 1.4 (first AC) · Tags: data structures, math

[Tlatoani's solution](#)

1316.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Tlatoani's solution](#)

1317.

1552F

[Telepaning](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, sortings

[Tlatoani's solution](#)

1318.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Tlatoani's solution](#)

1319.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Tlatoani's solution](#)

1320.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Tlatoani's solution](#)

1321.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Tlatoani's solution](#)

1322.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Tlatoani's solution](#)

1323.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Tlatoani's solution](#)

1324.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

1325.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Tlatoani's solution](#)

1326.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Tlatoani's solution](#)

1327.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Tlatoani's solution](#)

1328.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-03-10 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, number theory

[Tlatoani's solution](#)

1329.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[Tlatoani's solution](#)

1330.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · last AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Tlatoani's solution](#)

1331.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Tlatoani's solution](#)

1332.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, math

[Tlatoani's solution](#)

1333.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

1334.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Tlatoani's solution](#)

1335.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, math

[Tlatoani's solution](#)

1336.

1437E

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

Quality: 3,926 global accepts · Rating: 2200 · first AC: 2020-10-27 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Tlatoani's solution](#)

1337.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Tlatoani's solution](#)

1338.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Tlatoani's solution](#)

1339.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2020-09-06 · last AC: 2020-09-06 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Tlatoani's solution](#)

1340.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2020-09-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tlatoani's solution](#)

1341.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2020-08-25 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Tlatoani's solution](#)

1342.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2020-08-09 · Kotlin 1.4 (first AC) · Tags: data structures

[Tlatoani's solution](#)

1343.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Tlatoani's solution](#)

1344.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-07-30 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp

[Tlatoani's solution](#)

1345.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2020-07-27 · last AC: 2020-07-27 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

1346.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2020-07-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Tlatoani's solution](#)

1347.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2020-07-18 · Kotlin 1.4 (first AC) · Tags: data structures, trees

[Tlatoani's solution](#)

1348.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2020-07-07 · Kotlin 1.4 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Tlatoani's solution](#)

1349.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2020-06-29 · Java 8 (first AC) · Tags: binary search, data structures

[Tlatoani's solution](#)

1350.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-06-04 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tlatoani's solution](#)

1351.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 2200 · first AC: 2020-05-19 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, graphs

[Tlatoani's solution](#)

1352.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · Kotlin 1.4 (first AC) · Tags: brute force, dp

[Tlatoani's solution](#)

1353.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-05-11 · Kotlin 1.4 (first AC) · Tags: dp

[Tlatoani's solution](#)

1354.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-04-26 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp

[Tlatoani's solution](#)

1355.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · Kotlin 1.4 (first AC) · Tags: dp, strings

[Tlatoani's solution](#)

1356.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Tlatoani's solution](#)

1357.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2020-03-18 · Kotlin 1.4 (first AC) · Tags: dp, math, probabilities

[Tlatoani's solution](#)

1358.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-03-17 · Kotlin 1.4 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Tlatoani's solution](#)

1359.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-03-05 · Kotlin 1.4 (first AC) · Tags: dp, strings, two pointers

[Tlatoani's solution](#)

1360.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2020-03-04 · Java 8 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Tlatoani's solution](#)

1361.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tlatoani's solution](#)

1362.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-02-28 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer

[Tlatoani's solution](#)

1363.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2020-02-11 · last AC: 2020-02-11 · Kotlin 1.4 (first AC) · Tags: data structures, implementation, math, two pointers

[Tlatoani's solution](#)

1364.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2020-02-08 · Kotlin 1.4 (first AC) · Tags: dp

[Tlatoani's solution](#)

1365.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Tlatoani's solution](#)

1366.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · last AC: 2019-09-15 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp

[Tlatoani's solution](#)

1367.

1212H

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

Rating: 2200 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: *special, dp, trees

[Tlatoani's solution](#)

1368.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: data structures, implementation

[Tlatoani's solution](#)

1369.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Tlatoani's solution](#)

1370.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, dp

[Tlatoani's solution](#)

1371.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-15 · last AC: 2019-07-16 · Java 8 (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Tlatoani's solution](#)

1372.

1180E

[Serge and Dining Room](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-07-04 · last AC: 2019-07-04 · Java 8 (first AC) · Tags: data structures, math

[Tlatoani's solution](#)

1373.

2195G

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

Quality: 1,043 global accepts · Rating: 2300 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[Tlatoani's solution](#)

1374.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-03-12 · Kotlin 2.2 (first AC) · Tags: brute force, dp, math, probabilities

[Tlatoani's solution](#)

1375.

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math

[Tlatoani's solution](#)

1376.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · Kotlin 2.2 (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Tlatoani's solution](#)

1377.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · Kotlin 2.2 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Tlatoani's solution](#)

1378.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · Kotlin 2.2 (first AC) · Tags: combinatorics, graph matchings, math

[Tlatoani's solution](#)

1379.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · Kotlin 2.2 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Tlatoani's solution](#)

1380.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2025-04-21 · Kotlin 1.9 (first AC) · Tags: graphs, greedy

[Tlatoani's solution](#)

1381.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Tlatoani's solution](#)

1382.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Tlatoani's solution](#)

1383.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dp

[Tlatoani's solution](#)

1384.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Tlatoani's solution](#)

1385.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: combinatorics, math, probabilities

[Tlatoani's solution](#)

1386.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Tlatoani's solution](#)

1387.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, strings

[Tlatoani's solution](#)

1388.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-04-07 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Tlatoani's solution](#)

1389.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-04-07 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Tlatoani's solution](#)

1390.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: combinatorics, games

[Tlatoani's solution](#)

1391.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Tlatoani's solution](#)

1392.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · Kotlin 1.6 (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Tlatoani's solution](#)

1393.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · Kotlin 1.6 (first AC) · Tags: data structures, implementation, sortings

[Tlatoani's solution](#)

1394.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · Kotlin 1.6 (first AC) · Tags: data structures, dp, geometry, greedy, math

[Tlatoani's solution](#)

1395.

1824B2

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

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · Kotlin 1.7 (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Tlatoani's solution](#)

1396.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · Kotlin 1.7 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Tlatoani's solution](#)

1397.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · Kotlin 1.6 (first AC) · Tags: graphs, greedy, shortest paths

[Tlatoani's solution](#)

1398.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · Kotlin 1.4 (first AC) · Tags: dp

[Tlatoani's solution](#)

1399.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[Tlatoani's solution](#)

1400.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-24 · Kotlin 1.5 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Tlatoani's solution](#)

1401.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Tlatoani's solution](#)

1402.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-24 · Kotlin 1.4 (first AC) · Tags: data structures, math

[Tlatoani's solution](#)

1403.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Tlatoani's solution](#)

1404.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · Kotlin 1.4 (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Tlatoani's solution](#)

1405.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Tlatoani's solution](#)

1406.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[Tlatoani's solution](#)

1407.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Tlatoani's solution](#)

1408.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: dp, math, probabilities

[Tlatoani's solution](#)

1409.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 2300 · first AC: 2021-01-29 · Kotlin 1.4 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Tlatoani's solution](#)

1410.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

1411.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Tlatoani's solution](#)

1412.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2020-11-21 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Tlatoani's solution](#)

1413.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Tlatoani's solution](#)

1414.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · Kotlin 1.4 (first AC) · Tags: graphs, shortest paths, sortings

[Tlatoani's solution](#)

1415.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, divide and conquer

[Tlatoani's solution](#)

1416.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2020-09-16 · Kotlin 1.4 (first AC) · Tags: dp

[Tlatoani's solution](#)

1417.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · Kotlin 1.4 (first AC) · Tags: dp, greedy, implementation

[Tlatoani's solution](#)

1418.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2020-08-12 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation, math

[Tlatoani's solution](#)

1419.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · Kotlin 1.4 (first AC) · Tags: data structures, dp, graphs, sortings

[Tlatoani's solution](#)

1420.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2020-08-02 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Tlatoani's solution](#)

1421.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Tlatoani's solution](#)

1422.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2020-07-18 · last AC: 2020-07-18 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Tlatoani's solution](#)

1423.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation, trees

[Tlatoani's solution](#)

1424.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · Kotlin 1.4 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Tlatoani's solution](#)

1425.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · last AC: 2020-07-16 · Kotlin 1.4 (first AC) · Tags: data structures, dsu, implementation, trees

[Tlatoani's solution](#)

1426.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Tlatoani's solution](#)

1427.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[Tlatoani's solution](#)

1428.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2020-05-13 · Kotlin 1.4 (first AC) · Tags: dp, greedy, strings

[Tlatoani's solution](#)

1429.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2020-04-18 · Kotlin 1.4 (first AC) · Tags: dp, probabilities

[Tlatoani's solution](#)

1430.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2020-03-30 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[Tlatoani's solution](#)

1431.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2020-03-29 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Tlatoani's solution](#)

1432.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · Kotlin 1.4 (first AC) · Tags: graphs, hashing, math, number theory

[Tlatoani's solution](#)

1433.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · last AC: 2020-03-04 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Tlatoani's solution](#)

1434.

801E

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

1435.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2020-01-31 · Kotlin 1.4 (first AC) · Tags: brute force, dp

[Tlatoani's solution](#)

1436.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · last AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Tlatoani's solution](#)

1437.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, geometry, math

[Tlatoani's solution](#)

1438.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Tlatoani's solution](#)

1439.

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, graphs, implementation, strings

[Tlatoani's solution](#)

1440.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-21 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, number theory

[Tlatoani's solution](#)

1441.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · last AC: 2019-07-06 · Java 8 (first AC) · Tags: math, matrices, number theory, two pointers

[Tlatoani's solution](#)

1442.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · Java 8 (first AC) · Tags: dp, math, probabilities

[Tlatoani's solution](#)

1443.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Tlatoani's solution](#)

1444.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[Tlatoani's solution](#)

1445.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-03-12 · Kotlin 2.2 (first AC) · Tags: binary search, dp, graphs, greedy, math

[Tlatoani's solution](#)

1446.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: combinatorics, constructive algorithms, math

[Tlatoani's solution](#)

1447.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · Kotlin 2.2 (first AC) · Tags: combinatorics, implementation, math
[Tlatoani's solution](#)

1448.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[Tlatoani's solution](#)

1449.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, math, number theory
[Tlatoani's solution](#)

1450.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, sortings
[Tlatoani's solution](#)

1451.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · Kotlin 1.9 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[Tlatoani's solution](#)

1452.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Tlatoani's solution](#)

1453.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · Kotlin 1.9 (first AC) · Tags: dp, greedy, trees
[Tlatoani's solution](#)

1454.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special
[Tlatoani's solution](#)

1455.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-02-17 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math
[Tlatoani's solution](#)

1456.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · Kotlin 1.9 (first AC) · Tags: geometry, math, matrices
[Tlatoani's solution](#)

1457.

1910H

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

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, binary search, data structures

[Tlatoani's solution](#)

1458.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Tlatoani's solution](#)

1459.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · Kotlin 1.6 (first AC) · Tags: data structures, dp, greedy, math

[Tlatoani's solution](#)

1460.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · Kotlin 1.6 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Tlatoani's solution](#)

1461.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · Kotlin 1.6 (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Tlatoani's solution](#)

1462.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · Kotlin 1.7 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Tlatoani's solution](#)

1463.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, fft, math

[Tlatoani's solution](#)

1464.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Tlatoani's solution](#)

1465.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Tlatoani's solution](#)

1466.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, math, number theory

[Tlatoani's solution](#)

1467.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

1468.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · last AC: 2021-10-08 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

1469.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: bitmasks, greedy, math, two pointers

[Tlatoani's solution](#)

1470.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, fft, math

[Tlatoani's solution](#)

1471.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Tlatoani's solution](#)

1472.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · Kotlin 1.4 (first AC) · Tags: combinatorics, constructive algorithms, math

[Tlatoani's solution](#)

1473.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Tlatoani's solution](#)

1474.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Tlatoani's solution](#)

1475.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, strings

[Tlatoani's solution](#)

1476.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Tlatoani's solution](#)

1477.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · Kotlin 1.4 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Tlatoani's solution](#)

1478.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · Kotlin 1.4 (first AC) · Tags: combinatorics, data structures, dp, sortings
[Tlatoani's solution](#)

1479.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy
[Tlatoani's solution](#)

1480.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search
[Tlatoani's solution](#)

1481.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[Tlatoani's solution](#)

1482.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,672 global accepts · Rating: 2400 · first AC: 2020-10-24 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, two pointers
[Tlatoani's solution](#)

1483.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[Tlatoani's solution](#)

1484.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[Tlatoani's solution](#)

1485.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · Kotlin 1.4 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[Tlatoani's solution](#)

1486.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, probabilities
[Tlatoani's solution](#)

1487.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2020-09-09 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, greedy, implementation
[Tlatoani's solution](#)

1488.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Tlatoani's solution](#)

1489.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2020-07-29 · last AC: 2020-07-29 · Kotlin 1.4 (first AC) · Tags: sortings

[Tlatoani's solution](#)

1490.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Tlatoani's solution](#)

1491.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Tlatoani's solution](#)

1492.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Tlatoani's solution](#)

1493.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2020-05-20 · last AC: 2020-05-20 · Kotlin 1.4 (first AC) · Tags: dp, greedy, math, trees

[Tlatoani's solution](#)

1494.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Tlatoani's solution](#)

1495.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2020-04-05 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, shortest paths

[Tlatoani's solution](#)

1496.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2400 · first AC: 2020-03-31 · Kotlin 1.4 (first AC) · Tags: interactive, probabilities

[Tlatoani's solution](#)

1497.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · last AC: 2020-03-24 · Kotlin 1.4 (first AC) · Tags: data structures, two pointers

[Tlatoani's solution](#)

1498.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2020-03-23 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dfs and similar,

dp, games, trees

[Tlatoani's solution](#)

1499.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2020-03-22 · Kotlin 1.4 (first AC) · Tags: data structures, two pointers

[Tlatoani's solution](#)

1500.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2020-03-22 · Kotlin 1.4 (first AC) · Tags: dp

[Tlatoani's solution](#)

1501.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2020-03-18 · Kotlin 1.4 (first AC) · Tags: graphs, greedy, implementation

[Tlatoani's solution](#)

1502.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2020-03-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive, number theory

[Tlatoani's solution](#)

1503.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, graphs

[Tlatoani's solution](#)

1504.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Tlatoani's solution](#)

1505.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-09 · last AC: 2019-12-09 · Kotlin 1.4 (first AC) · Tags: data structures, probabilities

[Tlatoani's solution](#)

1506.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Tlatoani's solution](#)

1507.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy

[Tlatoani's solution](#)

1508.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Tlatoani's solution](#)

1509.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · Kotlin 1.4 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Tlatoani's solution](#)

1510.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: dp, math

[Tlatoani's solution](#)

1511.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: binary search, data structures, sortings

[Tlatoani's solution](#)

1512.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: implementation, interactive

[Tlatoani's solution](#)

1513.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-15 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Tlatoani's solution](#)

1514.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-05 · Java 8 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Tlatoani's solution](#)

1515.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · last AC: 2026-04-21 · Kotlin 2.2 (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Tlatoani's solution](#)

1516.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-14 · Kotlin 2.2 (first AC) · Tags: data structures, geometry

[Tlatoani's solution](#)

1517.

2206B

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

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[Tlatoani's solution](#)

1518.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: data structures, greedy, implementation

[Tlatoani's solution](#)

1519.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · Kotlin 2.2 (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Tlatoani's solution](#)

1520.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · Kotlin 2.2 (first AC) · Tags: graph matchings, greedy

[Tlatoani's solution](#)

1521.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · Kotlin 2.2 (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Tlatoani's solution](#)

1522.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · Kotlin 2.2 (first AC) · Tags: data structures, greedy

[Tlatoani's solution](#)

1523.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-28 · Kotlin 2.2 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Tlatoani's solution](#)

1524.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · Kotlin 1.9 (first AC) · Tags: data structures, implementation, sortings, two pointers

[Tlatoani's solution](#)

1525.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Tlatoani's solution](#)

1526.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, sortings

[Tlatoani's solution](#)

1527.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, greedy

[Tlatoani's solution](#)

1528.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Tlatoani's solution](#)

1529.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · Kotlin 1.9 (first AC) · Tags: dp

[Tlatoani's solution](#)

1530.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · Kotlin 1.9 (first AC) · Tags: brute force, dp, math

[Tlatoani's solution](#)

1531.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, greedy

[Tlatoani's solution](#)

1532.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

1533.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · Kotlin 1.6 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Tlatoani's solution](#)

1534.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math, probabilities

[Tlatoani's solution](#)

1535.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · Kotlin 1.6 (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Tlatoani's solution](#)

1536.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · Kotlin 1.7 (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Tlatoani's solution](#)

1537.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, implementation, math

[Tlatoani's solution](#)

1538.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · Kotlin 1.7 (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Tlatoani's solution](#)

1539.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Tlatoani's solution](#)

1540.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math, probabilities

[Tlatoani's solution](#)

1541.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · Kotlin 1.4 (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Tlatoani's solution](#)

1542.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, data structures, dp

[Tlatoani's solution](#)

1543.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Tlatoani's solution](#)

1544.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · Kotlin 1.4 (first AC) · Tags: dp, greedy, string suffix structures, strings

[Tlatoani's solution](#)

1545.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-08-15 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Tlatoani's solution](#)

1546.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Tlatoani's solution](#)

1547.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Tlatoani's solution](#)

1548.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, greedy

[Tlatoani's solution](#)

1549.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Tlatoani's solution](#)

1550.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Tlatoani's solution](#)

1551.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2021-05-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Tlatoani's solution](#)

1552.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Tlatoani's solution](#)

1553.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

1554.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, graphs, number theory

[Tlatoani's solution](#)

1555.

1497E2

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

Quality: 1,914 global accepts · Rating: 2500 · first AC: 2021-03-17 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Tlatoani's solution](#)

1556.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[Tlatoani's solution](#)

1557.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tlatoani's solution](#)

1558.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms

[Tlatoani's solution](#)

1559.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy

[Tlatoani's solution](#)

1560.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy
[Tlatoani's solution](#)

1561.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, dp, trees
[Tlatoani's solution](#)

1562.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[Tlatoani's solution](#)

1563.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
[Tlatoani's solution](#)

1564.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers
[Tlatoani's solution](#)

1565.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[Tlatoani's solution](#)

1566.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[Tlatoani's solution](#)

1567.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2020-08-09 · Kotlin 1.4 (first AC) · Tags: binary search, implementation, math
[Tlatoani's solution](#)

1568.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2020-07-27 · Kotlin 1.4 (first AC) · Tags: data structures, math, probabilities
[Tlatoani's solution](#)

1569.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
[Tlatoani's solution](#)

1570.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-07-18 · last AC: 2020-07-19 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, number theory

[Tlatoani's solution](#)

1571.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, sortings

[Tlatoani's solution](#)

1572.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Tlatoani's solution](#)

1573.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Tlatoani's solution](#)

1574.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2020-04-26 · Kotlin 1.4 (first AC) · Tags: dp

[Tlatoani's solution](#)

1575.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2020-03-18 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Tlatoani's solution](#)

1576.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: math, number theory, probabilities

[Tlatoani's solution](#)

1577.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · Kotlin 1.4 (first AC) · Tags: data structures, hashing, strings

[Tlatoani's solution](#)

1578.

1314B

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

Rating: 2500 · first AC: 2020-02-23 · Kotlin 1.4 (first AC) · Tags: dp, implementation

[Tlatoani's solution](#)

1579.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Tlatoani's solution](#)

1580.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · Kotlin 1.4 (first AC) · Tags: combinatorics, geometry, math, sortings
[Tlatoani's solution](#)

1581.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-11-14 · Kotlin 1.4 (first AC) · Tags: combinatorics, fft
[Tlatoani's solution](#)

1582.

1248D2

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-20 · Kotlin 1.4 (first AC) · Tags: —
[Tlatoani's solution](#)

1583.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-19 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, dsu
[Tlatoani's solution](#)

1584.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-06-30 · last AC: 2019-07-06 · Java 8 (first AC) · Tags: dp, math, probabilities
[Tlatoani's solution](#)

1585.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, strings, trees
[Tlatoani's solution](#)

1586.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · last AC: 2026-04-04 · Kotlin 1.9 (first AC) · Tags: dp
[Tlatoani's solution](#)

1587.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-14 · Kotlin 2.2 (first AC) · Tags: data structures, dp, trees
[Tlatoani's solution](#)

1588.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · Kotlin 2.2 (first AC) · Tags: brute force, combinatorics, implementation, math, sortings
[Tlatoani's solution](#)

1589.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, greedy, math
[Tlatoani's solution](#)

1590.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2025-04-21 · Kotlin 1.9 (first AC) · Tags: graphs, implementation, trees, two pointers

[Tlatoani's solution](#)

1591.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · Kotlin 1.9 (first AC) · Tags: dp, games

[Tlatoani's solution](#)

1592.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Tlatoani's solution](#)

1593.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Tlatoani's solution](#)

1594.

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Tlatoani's solution](#)

1595.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tlatoani's solution](#)

1596.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · last AC: 2023-10-28 · Kotlin 1.6 (first AC) · Tags: data structures, dp

[Tlatoani's solution](#)

1597.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · Kotlin 1.6 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tlatoani's solution](#)

1598.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Tlatoani's solution](#)

1599.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-10-29 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

1600.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, games

[Tlatoani's solution](#)

1601.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · Kotlin 1.4 (first AC) · Tags: data structures, two pointers

[Tlatoani's solution](#)

1602.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Tlatoani's solution](#)

1603.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

1604.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-16 · last AC: 2021-06-16 · Kotlin 1.4 (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Tlatoani's solution](#)

1605.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, probabilities

[Tlatoani's solution](#)

1606.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Tlatoani's solution](#)

1607.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · Kotlin 1.4 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Tlatoani's solution](#)

1608.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Tlatoani's solution](#)

1609.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Tlatoani's solution](#)

1610.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Tlatoani's solution](#)

1611.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: bitmasks, interactive, number theory

[Tlatoani's solution](#)

1612.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Tlatoani's solution](#)

1613.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy

[Tlatoani's solution](#)

1614.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, two pointers

[Tlatoani's solution](#)

1615.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Tlatoani's solution](#)

1616.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · Kotlin 1.4 (first AC) · Tags: meet-in-the-middle

[Tlatoani's solution](#)

1617.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-08-27 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Tlatoani's solution](#)

1618.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Tlatoani's solution](#)

1619.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · Kotlin 1.4 (first AC) · Tags: data structures, dp, graph matchings, sortings

[Tlatoani's solution](#)

1620.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: greedy, math, probabilities

[Tlatoani's solution](#)

1621.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: data structures, dp, matrices

[Tlatoani's solution](#)

1622.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, greedy

[Tlatoani's solution](#)

1623.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · Kotlin 1.4 (first AC) · Tags: games, implementation, interactive, math

[Tlatoani's solution](#)

1624.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: dp, strings

[Tlatoani's solution](#)

1625.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-05-18 · Kotlin 1.4 (first AC) · Tags: binary search, interactive, probabilities

[Tlatoani's solution](#)

1626.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-05-06 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, math

[Tlatoani's solution](#)

1627.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Tlatoani's solution](#)

1628.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2020-04-18 · Kotlin 1.4 (first AC) · Tags: dp, probabilities

[Tlatoani's solution](#)

1629.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-04-03 · Kotlin 1.4 (first AC) · Tags: math, strings

[Tlatoani's solution](#)

1630.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-28 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Tlatoani's solution](#)

1631.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[Tlatoani's solution](#)

1632.

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dfs and similar, dsu, graphs

[Tlatoani's solution](#)

1633.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1634.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Tlatoani's solution](#)

1635.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[Tlatoani's solution](#)

1636.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation

[Tlatoani's solution](#)

1637.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, implementation, math

[Tlatoani's solution](#)

1638.

1910I

[Inverse Problem](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, dp

[Tlatoani's solution](#)

1639.

1910G

[Pool Records](#) · [Tutorial](#)

Quality: 73 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Tlatoani's solution](#)

1640.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, probabilities, trees

[Tlatoani's solution](#)

1641.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy

[Tlatoani's solution](#)

1642.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tlatoani's solution](#)

1643.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-19 · Kotlin 1.5 (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Tlatoani's solution](#)

1644.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[Tlatoani's solution](#)

1645.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · Kotlin 1.4 (first AC) · Tags: data structures, dsu, graphs, trees

[Tlatoani's solution](#)

1646.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Tlatoani's solution](#)

1647.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Tlatoani's solution](#)

1648.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-07 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Tlatoani's solution](#)

1649.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, fft, math

[Tlatoani's solution](#)

1650.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: dp, math

[Tlatoani's solution](#)

1651.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Tlatoani's solution](#)

1652.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs, math, number theory

[Tlatoani's solution](#)

1653.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-19 · Kotlin 1.4 (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Tlatoani's solution](#)

1654.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-12 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Tlatoani's solution](#)

1655.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, interactive

[Tlatoani's solution](#)

1656.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, fft, math

[Tlatoani's solution](#)

1657.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2700 · first AC: 2020-12-04 · Kotlin 1.4 (first AC) · Tags: dp

[Tlatoani's solution](#)

1658.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · Kotlin 1.4 (first AC) · Tags: brute force, dp, implementation

[Tlatoani's solution](#)

1659.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · Java 8 (first AC) · Tags: math

[Tlatoani's solution](#)

1660.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2700 · first AC: 2020-10-04 · Kotlin 1.4 (first AC) · Tags: data structures, math, number theory

[Tlatoani's solution](#)

1661.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · Kotlin 1.4 (first AC) · Tags: dp, greedy, implementation, strings

[Tlatoani's solution](#)

1662.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Tlatoani's solution](#)

1663.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-20 · Kotlin 1.4 (first AC) · Tags: binary search, data structures

[Tlatoani's solution](#)

1664.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2020-07-02 · last AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Tlatoani's solution](#)

1665.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-27 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Tlatoani's solution](#)

1666.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math

[Tlatoani's solution](#)

1667.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Tlatoani's solution](#)

1668.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-03-07 · Kotlin 1.4 (first AC) · Tags: data structures, greedy

[Tlatoani's solution](#)

1669.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-20 · last AC: 2020-01-20 · Kotlin 1.4 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Tlatoani's solution](#)

1670.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-05 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

1671.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[Tlatoani's solution](#)

1672.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · Kotlin 2.2 (first AC) · Tags: combinatorics, data structures, greedy

[Tlatoani's solution](#)

1673.

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, data structures, geometry, sortings

[Tlatoani's solution](#)

1674.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-04-21 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math

[Tlatoani's solution](#)

1675.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · Kotlin 1.9 (first AC) · Tags: data structures, dp, greedy

[Tlatoani's solution](#)

1676.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, dp, math

[Tlatoani's solution](#)

1677.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math, sortings

[Tlatoani's solution](#)

1678.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math

[Tlatoani's solution](#)

1679.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-17 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp

[Tlatoani's solution](#)

1680.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · Kotlin 1.6 (first AC) · Tags: divide and conquer, dp, math, probabilities

[Tlatoani's solution](#)

1681.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, graphs, math

[Tlatoani's solution](#)

1682.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · Kotlin 1.6 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Tlatoani's solution](#)

1683.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, math, probabilities

[Tlatoani's solution](#)

1684.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · Kotlin 1.7 (first AC) · Tags: data structures, math, sortings, trees

[Tlatoani's solution](#)

1685.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Tlatoani's solution](#)

1686.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-06-14 · Kotlin 1.6 (first AC) · Tags: binary search, dp

[Tlatoani's solution](#)

1687.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Tlatoani's solution](#)

1688.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tlatoani's solution](#)

1689.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · Kotlin 1.4 (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Tlatoani's solution](#)

1690.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2021-08-11 · Kotlin 1.4 (first AC) · Tags: combinatorics, data structures, dp

[Tlatoani's solution](#)

1691.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · Kotlin 1.4 (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Tlatoani's solution](#)

1692.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2800 · first AC: 2021-06-15 · last AC: 2021-06-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tlatoani's solution](#)

1693.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-03-12 · Kotlin 1.4 (first AC) · Tags: greedy, math, number theory

[Tlatoani's solution](#)

1694.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, data structures

[Tlatoani's solution](#)

1695.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, math
[Tlatoani's solution](#)

1696.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-24 · Kotlin 1.4 (first AC) · Tags: combinatorics, math, number theory
[Tlatoani's solution](#)

1697.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[Tlatoani's solution](#)

1698.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings
[Tlatoani's solution](#)

1699.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-10-08 · Kotlin 1.4 (first AC) · Tags: math
[Tlatoani's solution](#)

1700.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-25 · Kotlin 1.4 (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
[Tlatoani's solution](#)

1701.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2020-07-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, interactive, trees
[Tlatoani's solution](#)

1702.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-07-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees
[Tlatoani's solution](#)

1703.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, implementation
[Tlatoani's solution](#)

1704.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2020-03-21 · Kotlin 1.4 (first AC) · Tags: data structures
[Tlatoani's solution](#)

1705.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Tlatoani's solution](#)

1706.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · last AC: 2026-04-21 · Kotlin 2.2 (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Tlatoani's solution](#)

1707.

2206M

[Deformed Balance](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 2900 · first AC: 2026-03-15 · last AC: 2026-03-15 · Kotlin 2.2 (first AC) · Tags: —

[Tlatoani's solution](#)

1708.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Tlatoani's solution](#)

1709.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: data structures, hashing

[Tlatoani's solution](#)

1710.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Tlatoani's solution](#)

1711.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Tlatoani's solution](#)

1712.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, greedy

[Tlatoani's solution](#)

1713.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, graphs, interactive

[Tlatoani's solution](#)

1714.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-07 · last AC: 2024-12-07 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[Tlatoani's solution](#)

1715.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · Kotlin 1.9 (first AC) · Tags: divide and conquer, dp, trees

[Tlatoani's solution](#)

1716.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · Kotlin 1.9 (first AC) · Tags: constructive algorithms

[Tlatoani's solution](#)

1717.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, greedy

[Tlatoani's solution](#)

1718.

1910J

[Two Colors](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 2900 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special

[Tlatoani's solution](#)

1719.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · Kotlin 1.6 (first AC) · Tags: dfs and similar, graphs, math, number theory

[Tlatoani's solution](#)

1720.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · Kotlin 1.6 (first AC) · Tags: binary search, interactive

[Tlatoani's solution](#)

1721.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Tlatoani's solution](#)

1722.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-26 · Kotlin 1.4 (first AC) · Tags: interactive, math, number theory, probabilities

[Tlatoani's solution](#)

1723.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · Kotlin 1.4 (first AC) · Tags: bitmasks, divide and conquer, trees

[Tlatoani's solution](#)

1724.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: dp, math

[Tlatoani's solution](#)

1725.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-06-11 · last AC: 2021-06-11 · Java 11 (first AC) · Tags: data structures, sortings, two pointers

[Tlatoani's solution](#)

1726.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2020-11-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[Tlatoani's solution](#)

1727.

1431I

[Cyclic Shifts](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 2900 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Tlatoani's solution](#)

1728.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[Tlatoani's solution](#)

1729.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-08-04 · Java 8 (first AC) · Tags: *special, data structures, geometry, math, sortings

[Tlatoani's solution](#)

1730.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2020-04-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[Tlatoani's solution](#)

1731.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Tlatoani's solution](#)

1732.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3000 · first AC: 2025-10-30 · Kotlin 2.2 (first AC) · Tags: combinatorics, graphs, trees

[Tlatoani's solution](#)

1733.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, math

[Tlatoani's solution](#)

1734.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · last AC: 2024-11-09 · Rust 2021 (first AC) · Tags: data structures, dp

[Tlatoani's solution](#)

1735.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, trees

[Tlatoani's solution](#)

1736.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · Kotlin 1.6 (first AC) · Tags: binary search, interactive, trees

[Tlatoani's solution](#)

1737.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[Tlatoani's solution](#)

1738.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-01-19 · Kotlin 1.7 (first AC) · Tags: dp, interactive
[Tlatoani's solution](#)

1739.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, graphs, shortest paths
[Tlatoani's solution](#)

1740.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · Kotlin 1.6 (first AC) · Tags: binary search, interactive
[Tlatoani's solution](#)

1741.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-25 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[Tlatoani's solution](#)

1742.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive, math
[Tlatoani's solution](#)

1743.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 3000 · first AC: 2021-01-30 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp
[Tlatoani's solution](#)

1744.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-13 · Kotlin 1.4 (first AC) · Tags: interactive, probabilities, trees
[Tlatoani's solution](#)

1745.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · Kotlin 1.4 (first AC) · Tags: dp, greedy
[Tlatoani's solution](#)

1746.

2187F1

[Al Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[Tlatoani's solution](#)

1747.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · last AC: 2026-04-05 · Kotlin 2.2 (first AC) · Tags: combinatorics, math,

number theory

[Tlatoani's solution](#)

1748.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-14 · Kotlin 2.2 (first AC) · Tags: graphs

[Tlatoani's solution](#)

1749.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · Kotlin 1.9 (first AC) · Tags: dp, sortings, trees

[Tlatoani's solution](#)

1750.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · Kotlin 1.9 (first AC) · Tags: combinatorics, math, probabilities

[Tlatoani's solution](#)

1751.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · Kotlin 1.6 (first AC) · Tags: combinatorics, constructive algorithms, implementation

[Tlatoani's solution](#)

1752.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2021-07-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures

[Tlatoani's solution](#)

1753.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Tlatoani's solution](#)

1754.

1488I

[Demonic Invasion](#) · [Tutorial](#)

Quality: 46 global accepts · Rating: 3100 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, flows

[Tlatoani's solution](#)

1755.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-05 · Kotlin 1.4 (first AC) · Tags: dp, greedy, trees

[Tlatoani's solution](#)

1756.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, graphs, trees

[Tlatoani's solution](#)

1757.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · Kotlin 1.4 (first AC) · Tags: data structures, math, matrices, probabilities

[Tlatoani's solution](#)

1758.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · last AC: 2026-04-04 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Tlatoani's solution](#)

1759.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Tlatoani's solution](#)

1760.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-23 · Kotlin 1.9 (first AC) · Tags: constructive algorithms

[Tlatoani's solution](#)

1761.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[Tlatoani's solution](#)

1762.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-25 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Tlatoani's solution](#)

1763.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-25 · last AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, data structures

[Tlatoani's solution](#)

1764.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, trees

[Tlatoani's solution](#)

1765.

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2020-10-10 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy

[Tlatoani's solution](#)

1766.

2073E

[Minus Operator](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3300 · first AC: 2025-03-10 · Kotlin 1.9 (first AC) · Tags: interactive

[Tlatoani's solution](#)

1767.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Tlatoani's solution](#)

1768.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · Kotlin 1.9 (first AC) · Tags: dp, trees

[Tlatoani's solution](#)

1769.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Tlatoani's solution](#)

1770.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-26 · Kotlin 1.6 (first AC) · Tags: binary search, interactive

[Tlatoani's solution](#)

1771.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-10-29 · Kotlin 1.6 (first AC) · Tags: data structures, trees

[Tlatoani's solution](#)

1772.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-26 · Kotlin 1.4 (first AC) · Tags: data structures, sortings

[Tlatoani's solution](#)

1773.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-26 · last AC: 2021-07-26 · Kotlin 1.4 (first AC) · Tags: binary search, interactive, number theory

[Tlatoani's solution](#)

1774.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-11 · Rust 2021 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Tlatoani's solution](#)

1775.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-23 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, data structures, greedy

[Tlatoani's solution](#)

1776.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Tlatoani's solution](#)

1777.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-02-28 · Kotlin 1.4 (first AC) · Tags: data structures, trees

[Tlatoani's solution](#)

1778.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math, trees

[Tlatoani's solution](#)

1779.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2024-01-06 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[Tlatoani's solution](#)

1780.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2023-06-21 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[Tlatoani's solution](#)

1781.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-19 · Kotlin 1.6 (first AC) · Tags: combinatorics, dp, probabilities

[Tlatoani's solution](#)

1782.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2020-10-05 · Kotlin 1.4 (first AC) · Tags: data structures

[Tlatoani's solution](#)

1783.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-07-28 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Tlatoani's solution](#)

1784.

106516B

[Fruit Blast](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1785.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1786.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1787.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · Kotlin 2.2 (first AC) · Tags: —

[Tlatoani's solution](#)

1788.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1789.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1790.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · Kotlin 2.2 (first AC) · Tags: —

[Tlatoani's solution](#)

1791.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1792.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1793.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: — · first AC: 2026-04-25 · Kotlin 2.2 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Tlatoani's solution](#)

1794.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: — · first AC: 2026-04-25 · Kotlin 2.2 (first AC) · Tags: dp, math

[Tlatoani's solution](#)

1795.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,256 global accepts · Rating: — · first AC: 2026-04-25 · Kotlin 2.2 (first AC) · Tags: greedy, sortings

[Tlatoani's solution](#)

1796.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: — · first AC: 2026-04-25 · Kotlin 2.2 (first AC) · Tags: brute force, dp, math

[Tlatoani's solution](#)

1797.

2222D

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

Quality: 3,170 global accepts · Rating: — · first AC: 2026-04-25 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, data structures, sortings

[Tlatoani's solution](#)

1798.

106463A

[Circular Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · Kotlin 2.2 (first AC) · Tags: —

[Tlatoani's solution](#)

1799.

106416H

[Holes and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1800.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1801.

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · Kotlin 2.2 (first AC) · Tags: —

[Tlatoani's solution](#)

1802.

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1803.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1804.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1805.

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · Kotlin 2.2 (first AC) · Tags: —

[Tlatoani's solution](#)

1806.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1807.

2198E

[Graph Composition](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 1.7 (first AC) · Tags: *special, dfs and similar, graphs

[Tlatoani's solution](#)

1808.

2198H

[Microcycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 1.7 (first AC) · Tags: *special, dfs and similar, dsu, graphs

[Tlatoani's solution](#)

1809.

2198D

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

Rating: — · first AC: 2026-02-21 · Kotlin 1.7 (first AC) · Tags: *special, math

[Tlatoani's solution](#)

1810.

2198G

[Yamakasi](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 1.7 (first AC) · Tags: *special

[Tlatoani's solution](#)

1811.

2198F

[Best Price](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Tlatoani's solution](#)

1812.

2198C

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

Rating: — · first AC: 2026-02-21 · Kotlin 1.7 (first AC) · Tags: *special

[Tlatoani's solution](#)

1813.

2198B

[Fibonacciness](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 1.7 (first AC) · Tags: *special

[Tlatoani's solution](#)

1814.

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

1815.

105053H

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

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1816.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1817.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1818.

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1819.

105053F

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

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1820.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1821.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1822.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1823.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1824.

106353G

[Group Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · Kotlin 2.2 (first AC) · Tags: —

[Tlatoani's solution](#)

1825.

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1826.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1827.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · Kotlin 2.2 (first AC) · Tags: —

[Tlatoani's solution](#)

1828.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1829.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1830.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · Kotlin 2.2 (first AC) · Tags: —

[Tlatoani's solution](#)

1831.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1832.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · Kotlin 2.2 (first AC) · Tags: —

[Tlatoani's solution](#)

1833.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1834.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · Kotlin 2.2 (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[Tlatoani's solution](#)

1835.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,025 global accepts · Rating: — · first AC: 2025-11-03 · Kotlin 2.2 (first AC) · Tags: communication, constructive algorithms, interactive

[Tlatoani's solution](#)

1836.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,304 global accepts · Rating: — · first AC: 2025-11-03 · Kotlin 2.2 (first AC) · Tags: bitmasks, communication, interactive, math

[Tlatoani's solution](#)

1837.

2142H

[Desktop Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 2.2 (first AC) · Tags: *special

[Tlatoani's solution](#)

1838.

2142G

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 2.2 (first AC) · Tags: *special, interactive

[Tlatoani's solution](#)

1839.

2142F

[Permutation of Rows and Columns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 2.2 (first AC) · Tags: *special, data structures, math, matrices

[Tlatoani's solution](#)

1840.

2142E

[Iva & Pav](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 2.2 (first AC) · Tags: *special, binary search, bitmasks, greedy

[Tlatoani's solution](#)

1841.

2142D

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math, strings

[Tlatoani's solution](#)

1842.

2142C

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

Rating: — · first AC: 2025-09-02 · Kotlin 2.2 (first AC) · Tags: *special, data structures, implementation, strings

[Tlatoani's solution](#)

1843.

2142B

[Dislike of Threes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 2.2 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

1844.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 2.2 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

1845.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1846.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1847.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1848.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · PyPy 3-64 (first AC) · Tags: —

[Tlatoani's solution](#)

1849.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1850.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1851.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1852.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1853.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1854.

102511B

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

Rating: — · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1855.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1856.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1857.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1858.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1859.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1860.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1861.

105255B

[Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1862.

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1863.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1864.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1865.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1866.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1867.

105627C

[Moderation in All Things](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1868.

105627G

[Jackson's House](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1869.

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1870.

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1871.

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1872.

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1873.

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1874.

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1875.

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1876.

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1877.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1878.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1879.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1880.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1881.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · Kotlin 1.7 (first AC) · Tags: —
[Tlatoani's solution](#)

1882.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1883.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · Kotlin 1.7 (first AC) · Tags: —
[Tlatoani's solution](#)

1884.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1885.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1886.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1887.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: —
[Tlatoani's solution](#)

1888.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1889.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1890.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1891.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1892.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1893.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1894.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1895.

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Tlatoani's solution](#)

1896.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Tlatoani's solution](#)

1897.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive

[Tlatoani's solution](#)

1898.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Tlatoani's solution](#)

1899.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Tlatoani's solution](#)

1900.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Tlatoani's solution](#)

1901.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1902.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1903.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1904.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1905.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1906.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1907.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1908.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1909.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1910.

105588B

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1911.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1912.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1913.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1914.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1915.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tlatoani's solution](#)

1916.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1917.

105588M

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

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1918.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1919.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1920.

103427C

[Cards of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1921.

103427L

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

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1922.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1923.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1924.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1925.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1926.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1927.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1928.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1929.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1930.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1931.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1932.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1933.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1934.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1935.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1936.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1937.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tlatoani's solution](#)

1938.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · Kotlin 1.9 (first AC) · Tags: —

[Tlatoani's solution](#)

1939.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, data structures, greedy

[Tlatoani's solution](#)

1940.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, greedy, strings

[Tlatoani's solution](#)

1941.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Tlatoani's solution](#)

1942.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Tlatoani's solution](#)

1943.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Tlatoani's solution](#)

1944.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Tlatoani's solution](#)

1945.

104030I

[Icy Itinerary](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · Kotlin 1.7 (first AC) · Tags: —

[Tlatoani's solution](#)

1946.

100642G

[Show Me the Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · last AC: 2023-10-28 · Kotlin 1.6 (first AC) · Tags: —

[Tlatoani's solution](#)

1947.

104466A

[Adolescent Architecture 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · last AC: 2023-10-28 · Kotlin 1.6 (first AC) · Tags: —

[Tlatoani's solution](#)

1948.

104466H

[Highway Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · last AC: 2023-10-28 · Kotlin 1.6 (first AC) · Tags: —

[Tlatoani's solution](#)

1949.

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1950.

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · Kotlin 1.7 (first AC) · Tags: —

[Tlatoani's solution](#)

1951.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1952.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · Kotlin 1.7 (first AC) · Tags: —

[Tlatoani's solution](#)

1953.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1954.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1955.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1956.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1957.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · Kotlin 1.7 (first AC) · Tags: —

[Tlatoani's solution](#)

1958.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1959.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1960.

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1961.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · Kotlin 1.7 (first AC) · Tags: —

[Tlatoani's solution](#)

1962.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1963.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1964.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · Kotlin 1.7 (first AC) · Tags: —

[Tlatoani's solution](#)

1965.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1966.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · Kotlin 1.7 (first AC) · Tags: —
[Tlatoani's solution](#)

1967.

104020K

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

Rating: — · first AC: 2023-10-27 · Kotlin 1.7 (first AC) · Tags: —
[Tlatoani's solution](#)

1968.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1969.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1970.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · Kotlin 1.7 (first AC) · Tags: —
[Tlatoani's solution](#)

1971.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1972.

104466J

[Japanese Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1973.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1974.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1975.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · Kotlin 1.6 (first AC) · Tags: —
[Tlatoani's solution](#)

1976.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1977.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1978.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1979.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · Kotlin 1.6 (first AC) · Tags: —
[Tlatoani's solution](#)

1980.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1981.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · Kotlin 1.6 (first AC) · Tags: —
[Tlatoani's solution](#)

1982.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1983.

104369G

[Swapping Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1984.

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1985.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1986.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: —
[Tlatoani's solution](#)

1987.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1988.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1989.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: —
[Tlatoani's solution](#)

1990.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · Kotlin 1.6 (first AC) · Tags: —
[Tlatoani's solution](#)

1991.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1992.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1993.

104369A

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

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1994.

100642E

[Parencedence!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1995.

100642H

[Sofa, So Good](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1996.

100642C

[Hexagon Perplexagon](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · Kotlin 1.6 (first AC) · Tags: —
[Tlatoani's solution](#)

1997.

100642F

[Road Series](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tlatoani's solution](#)

1998.

100642D

[I've Got Your Back\(gammon\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tlatoani's solution](#)

1999.

100642B

[Flash Mob](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · Kotlin 1.6 (first AC) · Tags: —

[Tlatoani's solution](#)

2000.

100642A

[Babs' Box Boutique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · Kotlin 1.6 (first AC) · Tags: —

[Tlatoani's solution](#)

2001.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · Kotlin 1.7 (first AC) · Tags: —

[Tlatoani's solution](#)

2002.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · Java 8 (first AC) · Tags: —

[Tlatoani's solution](#)

2003.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · last AC: 2022-04-04 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2004.

1570I

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

Rating: — · first AC: 2021-10-02 · last AC: 2021-10-02 · Kotlin 1.5 (first AC) · Tags: *special

[Tlatoani's solution](#)

2005.

1570F

[Square Filling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special

[Tlatoani's solution](#)

2006.

1570G

[XOR Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, interactive

[Tlatoani's solution](#)

2007.

1570E

[Erasing Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Tlatoani's solution](#)

2008.

1570D

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

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

2009.

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[Tlatoani's solution](#)

2010.

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, math

[Tlatoani's solution](#)

2011.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special

[Tlatoani's solution](#)

2012.

1533I

[Excursions](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, flows, graph matchings, graphs

[Tlatoani's solution](#)

2013.

1533H

[Submatrices](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, data structures, dp

[Tlatoani's solution](#)

2014.

1533G

[Biome Map](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs

[Tlatoani's solution](#)

2015.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Tlatoani's solution](#)

2016.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[Tlatoani's solution](#)

2017.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[Tlatoani's solution](#)

2018.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Tlatoani's solution](#)

2019.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

2020.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[Tlatoani's solution](#)

2021.

1532F

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Tlatoani's solution](#)

2022.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[Tlatoani's solution](#)

2023.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Tlatoani's solution](#)

2024.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

2025.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, math

[Tlatoani's solution](#)

2026.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[Tlatoani's solution](#)

2027.

1489G

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

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[Tlatoani's solution](#)

2028.

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

2029.

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

2030.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Tlatoani's solution](#)

2031.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Tlatoani's solution](#)

2032.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, math

[Tlatoani's solution](#)

2033.

1489A

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

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

2034.

1432F

[Platforms Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[Tlatoani's solution](#)

2035.

1432E

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Tlatoani's solution](#)

2036.

1432D

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[Tlatoani's solution](#)

2037.

1432C

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, math

[Tlatoani's solution](#)

2038.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, math

[Tlatoani's solution](#)

2039.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special

[Tlatoani's solution](#)

2040.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-09 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2041.

102646E

[Maximizing SCCs](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2042.

102646D

[Team Selection](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2043.

102646C

[Song Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2044.

102646B

[Combining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2045.

102646A1

[Product of Triples \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2046.

102646A2

[Product of Triples \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2047.

102638E

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

Rating: — · first AC: 2020-06-26 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2048.

102638F

[Rudolph and Rhymes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2049.

102638B

[WA6](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2050.

102638D

[Distributed Computing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2051.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2052.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2053.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · Kotlin 1.4 (first AC) · Tags: *special

[Tlatoani's solution](#)

2054.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[Tlatoani's solution](#)

2055.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, geometry, implementation

[Tlatoani's solution](#)

2056.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Tlatoani's solution](#)

2057.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks

[Tlatoani's solution](#)

2058.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · Kotlin 1.4 (first AC) · Tags: *special

[Tlatoani's solution](#)

2059.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · Kotlin 1.4 (first AC) · Tags: —

[Tlatoani's solution](#)

2060.

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, implementation, sortings

[Tlatoani's solution](#)

2061.

1297G

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