

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — Tobo

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

Sort: Problem rating · easier first

Filters: none

Count: 3,817

1.

2183A

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

Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: games

[Tobo's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Tobo's solution](#)

3.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Tobo's solution](#)

4.

2172A

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

Quality: 14,532 global accepts · Rating: 800 · first AC: 2025-11-16 · PyPy 3 (first AC) · Tags: implementation

[Tobo's solution](#)

5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[Tobo's solution](#)

6.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

7.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

8.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Tobo's solution](#)

9.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tobo's solution](#)

10.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Tobo's solution](#)

11.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Tobo's solution](#)

12.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,315 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation
[Tobo's solution](#)

13.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[Tobo's solution](#)

14.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Tobo's solution](#)

15.

2053A

[Tender Carpenter](#) · [Tutorial](#)

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

16.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,504 global accepts · Rating: 800 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: number theory
[Tobo's solution](#)

17.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
[Tobo's solution](#)

18.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[Tobo's solution](#)

19.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Tobo's solution](#)

20.

2034A

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

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

[Tobo's solution](#)

21.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Tobo's solution](#)

22.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

23.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tobo's solution](#)

24.

2031A

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

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Tobo's solution](#)

25.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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26.

1991A

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

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27.

1994A

[Diverse Game](#) · [Tutorial](#)

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

[Tobo's solution](#)

28.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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29.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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30.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Tobo's solution](#)

31.

1984A

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

[Tobo's solution](#)

32.

1450A

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Quality: 18,487 global accepts · Rating: 800 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Tobo's solution](#)

33.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-27 · Go (first AC) · Tags: brute force, greedy, implementation, sortings

[Tobo's solution](#)

34.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

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35.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Tobo's solution](#)

36.

1473A

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Quality: 37,425 global accepts · Rating: 800 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

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37.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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38.

1942A

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

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39.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

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[Tobo's solution](#)

40.

1926A

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41.

1932A

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42.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · Python 3 (first AC) · Tags: greedy

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43.

1931A

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Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-13 · Python 3 (first AC) · Tags: brute force, strings

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44.

1927A

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45.

1919B

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46.

1919A

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47.

1916A

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48.

1917A

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49.

1909A

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

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50.

1097A

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51.

1428A

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52.

1912L

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53.

1782A

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Rating: 800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

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54.

1799A

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55.

1637A

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56.

1896A

[Jagged Swaps](#) · [Tutorial](#)

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[Tobo's solution](#)

57.

1899A

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Quality: 92,736 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

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58.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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59.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

60.

1886A

[Sum of Three](#) · [Tutorial](#)

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

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61.

1301A

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Quality: 20,111 global accepts · Rating: 800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Tobo's solution](#)

62.

1878B

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Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

63.

1878A

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

Quality: 78,656 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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64.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

65.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

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66.

1461A

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Quality: 19,000 global accepts · Rating: 800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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67.

1740B

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Quality: 14,352 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

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68.

1740A

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Quality: 23,155 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

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69.

888A

[Local Extrema](#) · [Tutorial](#)

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[Tobo's solution](#)

70.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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71.

1511A

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Quality: 28,826 global accepts · Rating: 800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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72.

1569A

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Quality: 26,553 global accepts · Rating: 800 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

73.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,154 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[Tobo's solution](#)

74.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

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75.

1303A

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Quality: 36,701 global accepts · Rating: 800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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76.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,340 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tobo's solution](#)

77.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

78.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tobo's solution](#)

79.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,978 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

80.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,264 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[Tobo's solution](#)

81.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,915 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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82.

1844A

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83.

1847A

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

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84.

1842A

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

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

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85.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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86.

1491A

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87.

1834A

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Quality: 45,653 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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88.

1841A

[Game with Board](#) · [Tutorial](#)

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

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89.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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90.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tobo's solution](#)

91.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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92.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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93.

1823A

[A-characteristic](#) · [Tutorial](#)

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

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94.

1821A

[Matching](#) · [Tutorial](#)

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

[Tobo's solution](#)

95.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,341 global accepts · Rating: 800 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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96.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,439 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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97.

1805B

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

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

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98.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,924 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Tobo's solution](#)

99.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Tobo's solution](#)

100.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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101.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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102.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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103.

1795A

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Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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104.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

105.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Tobo's solution](#)

106.

1519A

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

Quality: 30,559 global accepts · Rating: 800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tobo's solution](#)

107.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Tobo's solution](#)

108.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

109.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,976 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Tobo's solution](#)

110.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

111.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,750 global accepts · Rating: 800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

112.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

113.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

114.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Tobo's solution](#)

115.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,006 global accepts · Rating: 800 · first AC: 2023-01-21 · last AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

116.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,015 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Tobo's solution](#)

117.

678A

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

Quality: 15,164 global accepts · Rating: 800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

118.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Tobo's solution](#)

119.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

120.

1783A

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

Quality: 48,709 global accepts · Rating: 800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Tobo's solution](#)

121.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Tobo's solution](#)

122.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

123.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

124.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Tobo's solution](#)

125.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tobo's solution](#)

126.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

127.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Tobo's solution](#)

128.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

129.

1762A

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

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Tobo's solution](#)

130.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

131.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

132.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,998 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Tobo's solution](#)

133.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

134.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Tobo's solution](#)

135.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Tobo's solution](#)

136.

1758A

[SSeeeeiinngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Tobo's solution](#)

137.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,817 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Tobo's solution](#)

138.

1760B

[Atila's Favorite Problem](#) · [Tutorial](#)

Quality: 53,338 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Tobo's solution](#)

139.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,928 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Tobo's solution](#)

140.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,593 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Tobo's solution](#)

141.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[Tobo's solution](#)

142.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Tobo's solution](#)

143.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Tobo's solution](#)

144.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Tobo's solution](#)

145.

1748A

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

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[Tobo's solution](#)

146.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Tobo's solution](#)

147.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[Tobo's solution](#)

148.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[Tobo's solution](#)

149.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Tobo's solution](#)

150.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Tobo's solution](#)

151.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Tobo's solution](#)

152.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math
[Tobo's solution](#)

153.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[Tobo's solution](#)

154.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,065 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Tobo's solution](#)

155.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[Tobo's solution](#)

156.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[Tobo's solution](#)

157.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Tobo's solution](#)

158.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Tobo's solution](#)

159.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Tobo's solution](#)

160.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Tobo's solution](#)

161.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Tobo's solution](#)

162.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Tobo's solution](#)

163.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Tobo's solution](#)

164.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,897 global accepts · Rating: 800 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[Tobo's solution](#)

165.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[Tobo's solution](#)

166.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

167.

1728A

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

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Tobo's solution](#)

168.

1717A

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

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Tobo's solution](#)

169.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

170.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tobo's solution](#)

171.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Tobo's solution](#)

172.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

173.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation

[Tobo's solution](#)

174.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Tobo's solution](#)

175.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,775 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Tobo's solution](#)

176.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

177.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

178.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

179.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Tobo's solution](#)

180.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Tobo's solution](#)

181.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,167 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Tobo's solution](#)

182.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,232 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Tobo's solution](#)

183.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Tobo's solution](#)

184.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,178 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

185.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Tobo's solution](#)

186.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

187.

1696A

[NIT orz!](#) · [Tutorial](#)

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

[Tobo's solution](#)

188.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,917 global accepts · Rating: 800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tobo's solution](#)

189.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,437 global accepts · Rating: 800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tobo's solution](#)

190.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,737 global accepts · Rating: 800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tobo's solution](#)

191.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[Tobo's solution](#)

192.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

193.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

194.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Tobo's solution](#)

195.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

196.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

197.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Tobo's solution](#)

198.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Tobo's solution](#)

199.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Tobo's solution](#)

200.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

201.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tobo's solution](#)

202.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Tobo's solution](#)

203.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Tobo's solution](#)

204.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Tobo's solution](#)

205.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Tobo's solution](#)

206.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings
[Tobo's solution](#)

207.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Tobo's solution](#)

208.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Tobo's solution](#)

209.

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1970A1

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1373A

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1251A

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725A

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302.

1834B

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303.

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306.

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1772C

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1671B

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309.

1469B

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310.

1469A

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311.

1791D

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1252A

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313.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Tobo's solution](#)

314.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

315.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

316.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

317.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

318.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

319.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Tobo's solution](#)

320.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,539 global accepts · Rating: 1000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Tobo's solution](#)

321.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,882 global accepts · Rating: 1000 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Tobo's solution](#)

322.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Tobo's solution](#)

323.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

324.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

325.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tobo's solution](#)

326.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Tobo's solution](#)

327.

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Tobo's solution](#)

328.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tobo's solution](#)

329.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tobo's solution](#)

330.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tobo's solution](#)

331.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tobo's solution](#)

332.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Tobo's solution](#)

333.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,913 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Tobo's solution](#)

334.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Tobo's solution](#)

335.

1690D

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

Quality: 47,024 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Tobo's solution](#)

336.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,309 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Tobo's solution](#)

337.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Tobo's solution](#)

338.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[Tobo's solution](#)

339.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tobo's solution](#)

340.

2183B

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

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

341.

2122B

[Pile Shuffling](#) · [Tutorial](#)

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

[Tobo's solution](#)

342.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Tobo's solution](#)

343.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Tobo's solution](#)

344.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tobo's solution](#)

345.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Tobo's solution](#)

346.

2060D

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

Quality: 26,196 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tobo's solution](#)

347.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: math, number theory

[Tobo's solution](#)

348.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: math

[Tobo's solution](#)

349.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,916 global accepts · Rating: 1100 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

350.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · last AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Tobo's solution](#)

351.

1991B

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

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

[Tobo's solution](#)

352.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tobo's solution](#)

353.

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tobo's solution](#)

354.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

355.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tobo's solution](#)

356.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Tobo's solution](#)

357.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

358.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Tobo's solution](#)

359.

1917B

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

Quality: 36,351 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Tobo's solution](#)

360.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Tobo's solution](#)

361.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Tobo's solution](#)

362.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,352 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Tobo's solution](#)

363.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Tobo's solution](#)

364.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Tobo's solution](#)

365.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[Tobo's solution](#)

366.

1511C

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

Quality: 32,807 global accepts · Rating: 1100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Tobo's solution](#)

367.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Tobo's solution](#)

368.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Tobo's solution](#)

369.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

370.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Tobo's solution](#)

371.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Tobo's solution](#)

372.

1862C

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

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Tobo's solution](#)

373.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Tobo's solution](#)

374.

1842B

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

Quality: 25,537 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Tobo's solution](#)

375.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

376.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tobo's solution](#)

377.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

378.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Tobo's solution](#)

379.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,804 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Tobo's solution](#)

380.

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Tobo's solution](#)

381.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Tobo's solution](#)

382.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Tobo's solution](#)

383.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Tobo's solution](#)

384.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Tobo's solution](#)

385.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

386.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Tobo's solution](#)

387.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Tobo's solution](#)

388.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[Tobo's solution](#)

389.

1791G1

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

Quality: 33,917 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Tobo's solution](#)

390.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[Tobo's solution](#)

391.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Tobo's solution](#)

392.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,975 global accepts · Rating: 1100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[Tobo's solution](#)

393.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[Tobo's solution](#)

394.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Tobo's solution](#)

395.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Tobo's solution](#)

396.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Tobo's solution](#)

397.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Tobo's solution](#)

398.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Tobo's solution](#)

399.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[Tobo's solution](#)

400.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[Tobo's solution](#)

401.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths
[Tobo's solution](#)

402.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Tobo's solution](#)

403.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Tobo's solution](#)

404.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Tobo's solution](#)

405.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[Tobo's solution](#)

406.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Tobo's solution](#)

407.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Tobo's solution](#)

408.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Tobo's solution](#)

409.

1708B

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

Quality: 28,410 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

410.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tobo's solution](#)

411.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Tobo's solution](#)

412.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 1100 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Tobo's solution](#)

413.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,069 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Tobo's solution](#)

414.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Tobo's solution](#)

415.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tobo's solution](#)

416.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,605 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Tobo's solution](#)

417.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tobo's solution](#)

418.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Tobo's solution](#)

419.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Tobo's solution](#)

420.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,697 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Tobo's solution](#)

421.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Tobo's solution](#)

422.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tobo's solution](#)

423.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Tobo's solution](#)

424.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,869 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Tobo's solution](#)

425.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Tobo's solution](#)

426.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Tobo's solution](#)

427.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: games, math

[Tobo's solution](#)

428.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: math

[Tobo's solution](#)

429.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Tobo's solution](#)

430.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Tobo's solution](#)

431.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2024-12-16 · Go (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[Tobo's solution](#)

432.

2050C

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

Quality: 24,999 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Tobo's solution](#)

433.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Tobo's solution](#)

434.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

435.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Tobo's solution](#)

436.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Tobo's solution](#)

437.

2002C

[Black Circles](#) · [Tutorial](#)

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

[Tobo's solution](#)

438.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[Tobo's solution](#)

439.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

440.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,898 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Tobo's solution](#)

441.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Tobo's solution](#)

442.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-27 · Go (first AC) · Tags: binary search, brute force, greedy

[Tobo's solution](#)

443.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[Tobo's solution](#)

444.

1926C

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

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-02-19 · PyPy 3 (first AC) · Tags: dp, implementation

[Tobo's solution](#)

445.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Tobo's solution](#)

446.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, trees

[Tobo's solution](#)

447.

1909B

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

Quality: 30,957 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Tobo's solution](#)

448.

1097B

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

Quality: 35,948 global accepts · Rating: 1200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[Tobo's solution](#)

449.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation
[Tobo's solution](#)

450.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Tobo's solution](#)

451.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Tobo's solution](#)

452.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Tobo's solution](#)

453.

1886B

[Fear of the Dark](#) · [Tutorial](#)

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

454.

1874A

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

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

455.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings
[Tobo's solution](#)

456.

1857C

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

Quality: 41,749 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Tobo's solution](#)

457.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Tobo's solution](#)

458.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Tobo's solution](#)

459.

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Tobo's solution](#)

460.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

461.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

462.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

463.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Tobo's solution](#)

464.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Tobo's solution](#)

465.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Tobo's solution](#)

466.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,559 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Tobo's solution](#)

467.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

468.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

469.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Tobo's solution](#)

470.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

471.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

472.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Tobo's solution](#)

473.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Tobo's solution](#)

474.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games

[Tobo's solution](#)

475.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Tobo's solution](#)

476.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Tobo's solution](#)

477.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

478.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Tobo's solution](#)

479.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math
[Tobo's solution](#)

480.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Tobo's solution](#)

481.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,277 global accepts · Rating: 1200 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[Tobo's solution](#)

482.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Tobo's solution](#)

483.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[Tobo's solution](#)

484.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[Tobo's solution](#)

485.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings
[Tobo's solution](#)

486.

2201A1

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

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[Tobo's solution](#)

487.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Tobo's solution](#)

488.

2172M

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

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[Tobo's solution](#)

489.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[Tobo's solution](#)

490.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Tobo's solution](#)

491.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Tobo's solution](#)

492.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Tobo's solution](#)

493.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

494.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: math

[Tobo's solution](#)

495.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

496.

2050D

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

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[Tobo's solution](#)

497.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,291 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Tobo's solution](#)

498.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Tobo's solution](#)

499.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Tobo's solution](#)

500.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Tobo's solution](#)

501.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[Tobo's solution](#)

502.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

503.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Tobo's solution](#)

504.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Tobo's solution](#)

505.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[Tobo's solution](#)

506.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[Tobo's solution](#)

507.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,478 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[Tobo's solution](#)

508.

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · PyPy 3 (first AC) · Tags: bitmasks, greedy
[Tobo's solution](#)

509.

1927D

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

Quality: 33,172 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[Tobo's solution](#)

510.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,775 global accepts · Rating: 1300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[Tobo's solution](#)

511.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[Tobo's solution](#)

512.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Tobo's solution](#)

513.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Tobo's solution](#)

514.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tobo's solution](#)

515.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tobo's solution](#)

516.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

517.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Tobo's solution](#)

518.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Tobo's solution](#)

519.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Tobo's solution](#)

520.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Tobo's solution](#)

521.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Tobo's solution](#)

522.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Tobo's solution](#)

523.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Tobo's solution](#)

524.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tobo's solution](#)

525.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Tobo's solution](#)

526.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Tobo's solution](#)

527.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Tobo's solution](#)

528.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Tobo's solution](#)

529.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Tobo's solution](#)

530.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Tobo's solution](#)

531.

1260B

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

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Tobo's solution](#)

532.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Tobo's solution](#)

533.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, strings
[Tobo's solution](#)

534.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[Tobo's solution](#)

535.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Tobo's solution](#)

536.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[Tobo's solution](#)

537.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[Tobo's solution](#)

538.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Tobo's solution](#)

539.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[Tobo's solution](#)

540.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Tobo's solution](#)

541.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math

[Tobo's solution](#)

542.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Tobo's solution](#)

543.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Tobo's solution](#)

544.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

545.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Tobo's solution](#)

546.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Tobo's solution](#)

547.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Tobo's solution](#)

548.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tobo's solution](#)

549.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tobo's solution](#)

550.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Tobo's solution](#)

551.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Tobo's solution](#)

552.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Tobo's solution](#)

553.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tobo's solution](#)

554.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Tobo's solution](#)

555.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Tobo's solution](#)

556.

1733C

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

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Tobo's solution](#)

557.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees

[Tobo's solution](#)

558.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Tobo's solution](#)

559.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tobo's solution](#)

560.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Tobo's solution](#)

561.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,001 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tobo's solution](#)

562.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Tobo's solution](#)

563.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Tobo's solution](#)

564.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tobo's solution](#)

565.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Tobo's solution](#)

566.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Tobo's solution](#)

567.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Tobo's solution](#)

568.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

569.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[Tobo's solution](#)

570.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Tobo's solution](#)

571.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Tobo's solution](#)

572.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Tobo's solution](#)

573.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: implementation, math

[Tobo's solution](#)

574.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

575.

2034C

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

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

[Tobo's solution](#)

576.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Tobo's solution](#)

577.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Tobo's solution](#)

578.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Tobo's solution](#)

579.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Tobo's solution](#)

580.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Tobo's solution](#)

581.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Tobo's solution](#)

582.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,763 global accepts · Rating: 1400 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Tobo's solution](#)

583.

2000E

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

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Tobo's solution](#)

584.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Tobo's solution](#)

585.

1970C1

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

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Tobo's solution](#)

586.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Tobo's solution](#)

587.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Tobo's solution](#)

588.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Tobo's solution](#)

589.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Tobo's solution](#)

590.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tobo's solution](#)

591.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Tobo's solution](#)

592.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Tobo's solution](#)

593.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

594.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1400 · first AC: 2024-02-13 · Python 3 (first AC) · Tags: games, greedy, math, sortings

[Tobo's solution](#)

595.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Tobo's solution](#)

596.

1919C

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

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Tobo's solution](#)

597.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Tobo's solution](#)

598.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

599.

1896C

[Matching Arrays](#) · [Tutorial](#)

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

[Tobo's solution](#)

600.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Tobo's solution](#)

601.

1893A

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

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

[Tobo's solution](#)

602.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Tobo's solution](#)

603.

1887A1

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

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

[Tobo's solution](#)

604.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

605.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,963 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Tobo's solution](#)

606.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Tobo's solution](#)

607.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Tobo's solution](#)

608.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Tobo's solution](#)

609.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Tobo's solution](#)

610.

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Tobo's solution](#)

611.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Tobo's solution](#)

612.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tobo's solution](#)

613.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Tobo's solution](#)

614.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Tobo's solution](#)

615.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Tobo's solution](#)

616.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

617.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[Tobo's solution](#)

618.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Tobo's solution](#)

619.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Tobo's solution](#)

620.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Tobo's solution](#)

621.

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tobo's solution](#)

622.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Tobo's solution](#)

623.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[Tobo's solution](#)

624.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[Tobo's solution](#)

625.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Tobo's solution](#)

626.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,463 global accepts · Rating: 1400 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Tobo's solution](#)

627.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Tobo's solution](#)

628.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Tobo's solution](#)

629.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Tobo's solution](#)

630.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Tobo's solution](#)

631.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Tobo's solution](#)

632.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Tobo's solution](#)

633.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Tobo's solution](#)

634.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

635.

803A

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

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

636.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Tobo's solution](#)

637.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Tobo's solution](#)

638.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, math

[Tobo's solution](#)

639.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Tobo's solution](#)

640.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tobo's solution](#)

641.

1559D1

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

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Tobo's solution](#)

642.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

643.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Tobo's solution](#)

644.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Tobo's solution](#)

645.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Tobo's solution](#)

646.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Tobo's solution](#)

647.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Tobo's solution](#)

648.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Tobo's solution](#)

649.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Tobo's solution](#)

650.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[Tobo's solution](#)

651.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tobo's solution](#)

652.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Tobo's solution](#)

653.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Tobo's solution](#)

654.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[Tobo's solution](#)

655.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Tobo's solution](#)

656.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Tobo's solution](#)

657.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1400 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[Tobo's solution](#)

658.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Tobo's solution](#)

659.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tobo's solution](#)

660.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Tobo's solution](#)

661.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Tobo's solution](#)

662.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Tobo's solution](#)

663.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Tobo's solution](#)

664.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two

pointers

[Tobo's solution](#)

665.

2183D1

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

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Tobo's solution](#)

666.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Tobo's solution](#)

667.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,742 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Tobo's solution](#)

668.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Tobo's solution](#)

669.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[Tobo's solution](#)

670.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Tobo's solution](#)

671.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Tobo's solution](#)

672.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tobo's solution](#)

673.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Tobo's solution](#)

674.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: math, number theory

[Tobo's solution](#)

675.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Tobo's solution](#)

676.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Tobo's solution](#)

677.

774D

[Lie or Truth](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 1500 · first AC: 2024-12-16 · GNU C11 (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[Tobo's solution](#)

678.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Tobo's solution](#)

679.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Tobo's solution](#)

680.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

681.

1999G1

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

Quality: 14,526 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Tobo's solution](#)

682.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

683.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,602 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Tobo's solution](#)

684.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Tobo's solution](#)

685.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Tobo's solution](#)

686.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tobo's solution](#)

687.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

688.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Tobo's solution](#)

689.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Tobo's solution](#)

690.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Tobo's solution](#)

691.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,845 global accepts · Rating: 1500 · first AC: 2024-02-19 · PyPy 3 (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Tobo's solution](#)

692.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Tobo's solution](#)

693.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Tobo's solution](#)

694.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[Tobo's solution](#)

695.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[Tobo's solution](#)

696.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, ternary search

[Tobo's solution](#)

697.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Tobo's solution](#)

698.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Tobo's solution](#)

699.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Tobo's solution](#)

700.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Tobo's solution](#)

701.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Tobo's solution](#)

702.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

703.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Tobo's solution](#)

704.

1842C

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

Quality: 16,493 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tobo's solution](#)

705.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tobo's solution](#)

706.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Tobo's solution](#)

707.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[Tobo's solution](#)

708.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Tobo's solution](#)

709.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Tobo's solution](#)

710.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Tobo's solution](#)

711.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Tobo's solution](#)

712.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tobo's solution](#)

713.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Tobo's solution](#)

714.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Tobo's solution](#)

715.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Tobo's solution](#)

716.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Tobo's solution](#)

717.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Tobo's solution](#)

718.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Tobo's solution](#)

719.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[Tobo's solution](#)

720.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Tobo's solution](#)

721.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

722.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Tobo's solution](#)

723.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[Tobo's solution](#)

724.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Tobo's solution](#)

725.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,631 global accepts · Rating: 1500 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[Tobo's solution](#)

726.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,886 global accepts · Rating: 1500 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Tobo's solution](#)

727.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

728.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Tobo's solution](#)

729.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Tobo's solution](#)

730.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[Tobo's solution](#)

731.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Tobo's solution](#)

732.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[Tobo's solution](#)

733.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Tobo's solution](#)

734.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Tobo's solution](#)

735.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Tobo's solution](#)

736.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Tobo's solution](#)

737.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[Tobo's solution](#)

738.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Tobo's solution](#)

739.

2172F

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

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[Tobo's solution](#)

740.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[Tobo's solution](#)

741.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Tobo's solution](#)

742.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Tobo's solution](#)

743.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Tobo's solution](#)

744.

2074E

[Empty Triangle](#) · [Tutorial](#)

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

[Tobo's solution](#)

745.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Tobo's solution](#)

746.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

747.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,198 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Tobo's solution](#)

748.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Tobo's solution](#)

749.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Tobo's solution](#)

750.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Tobo's solution](#)

751.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Tobo's solution](#)

752.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Tobo's solution](#)

753.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Tobo's solution](#)

754.

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Tobo's solution](#)

755.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Tobo's solution](#)

756.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

757.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Tobo's solution](#)

758.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Tobo's solution](#)

759.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,211 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Tobo's solution](#)

760.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

761.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Tobo's solution](#)

762.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[Tobo's solution](#)

763.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Tobo's solution](#)

764.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Tobo's solution](#)

765.

1782C

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

Rating: 1600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Tobo's solution](#)

766.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tobo's solution](#)

767.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Tobo's solution](#)

768.

1886C

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

Quality: 16,597 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Tobo's solution](#)

769.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

770.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Tobo's solution](#)

771.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Tobo's solution](#)

772.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Tobo's solution](#)

773.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

774.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Tobo's solution](#)

775.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Tobo's solution](#)

776.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

777.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Tobo's solution](#)

778.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Tobo's solution](#)

779.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation

[Tobo's solution](#)

780.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Tobo's solution](#)

781.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tobo's solution](#)

782.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, sortings

[Tobo's solution](#)

783.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Tobo's solution](#)

784.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Tobo's solution](#)

785.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Tobo's solution](#)

786.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Tobo's solution](#)

787.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Tobo's solution](#)

788.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Tobo's solution](#)

789.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-09-14 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Tobo's solution](#)

790.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2022-09-16 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

791.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[Tobo's solution](#)

792.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Tobo's solution](#)

793.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Tobo's solution](#)

794.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Tobo's solution](#)

795.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Tobo's solution](#)

796.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Tobo's solution](#)

797.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

798.

1795D

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

Quality: 13,069 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

799.

1671D

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

Quality: 8,458 global accepts · Rating: 1600 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Tobo's solution](#)

800.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Tobo's solution](#)

801.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Tobo's solution](#)

802.

1754D

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

Rating: 1600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tobo's solution](#)

803.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Tobo's solution](#)

804.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[Tobo's solution](#)

805.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math

[Tobo's solution](#)

806.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Tobo's solution](#)

807.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Tobo's solution](#)

808.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Tobo's solution](#)

809.

678C

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

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Tobo's solution](#)

810.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

811.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

812.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers

[Tobo's solution](#)

813.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Tobo's solution](#)

814.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Tobo's solution](#)

815.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

816.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,783 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math,

number theory

[Tobo's solution](#)

817.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Tobo's solution](#)

818.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Tobo's solution](#)

819.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Tobo's solution](#)

820.

1771C

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

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Tobo's solution](#)

821.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Tobo's solution](#)

822.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tobo's solution](#)

823.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,049 global accepts · Rating: 1600 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[Tobo's solution](#)

824.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,600 global accepts · Rating: 1600 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Tobo's solution](#)

825.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[Tobo's solution](#)

826.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Tobo's solution](#)

827.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tobo's solution](#)

828.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Tobo's solution](#)

829.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Tobo's solution](#)

830.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Tobo's solution](#)

831.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

832.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tobo's solution](#)

833.

1353D

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

Quality: 20,279 global accepts · Rating: 1600 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Tobo's solution](#)

834.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

835.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Tobo's solution](#)

836.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Tobo's solution](#)

837.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Tobo's solution](#)

838.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tobo's solution](#)

839.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Tobo's solution](#)

840.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Tobo's solution](#)

841.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Tobo's solution](#)

842.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Tobo's solution](#)

843.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Tobo's solution](#)

844.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Tobo's solution](#)

845.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Tobo's solution](#)

846.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Tobo's solution](#)

847.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Tobo's solution](#)

848.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Tobo's solution](#)

849.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Tobo's solution](#)

850.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Tobo's solution](#)

851.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Tobo's solution](#)

852.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Tobo's solution](#)

853.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Tobo's solution](#)

854.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: geometry, math

[Tobo's solution](#)

855.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

856.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,316 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Tobo's solution](#)

857.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Tobo's solution](#)

858.

2041D

[Drunk Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Tobo's solution](#)

859.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tobo's solution](#)

860.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Tobo's solution](#)

861.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Tobo's solution](#)

862.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Tobo's solution](#)

863.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Tobo's solution](#)

864.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Tobo's solution](#)

865.

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Tobo's solution](#)

866.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

867.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 1700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, trees

[Tobo's solution](#)

868.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,026 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Tobo's solution](#)

869.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Tobo's solution](#)

870.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Tobo's solution](#)

871.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Tobo's solution](#)

872.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Tobo's solution](#)

873.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-27 · Go (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Tobo's solution](#)

874.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Tobo's solution](#)

875.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Tobo's solution](#)

876.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[Tobo's solution](#)

877.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Tobo's solution](#)

878.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[Tobo's solution](#)

879.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Tobo's solution](#)

880.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,007 global accepts · Rating: 1700 · first AC: 2024-02-13 · Python 3 (first AC) · Tags: combinatorics, dfs and similar, graphs

[Tobo's solution](#)

881.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

882.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Tobo's solution](#)

883.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Tobo's solution](#)

884.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Tobo's solution](#)

885.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Tobo's solution](#)

886.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Tobo's solution](#)

887.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Tobo's solution](#)

888.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Tobo's solution](#)

889.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Tobo's solution](#)

890.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Tobo's solution](#)

891.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tobo's solution](#)

892.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force

[Tobo's solution](#)

893.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[Tobo's solution](#)

894.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Tobo's solution](#)

895.

1626C

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

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Tobo's solution](#)

896.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Tobo's solution](#)

897.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Tobo's solution](#)

898.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2022-05-10 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Tobo's solution](#)

899.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

900.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Tobo's solution](#)

901.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Tobo's solution](#)

902.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Tobo's solution](#)

903.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2022-09-16 · last AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Tobo's solution](#)

904.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Tobo's solution](#)

905.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

906.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Tobo's solution](#)

907.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive

[Tobo's solution](#)

908.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Tobo's solution](#)

909.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Tobo's solution](#)

910.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Tobo's solution](#)

911.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Tobo's solution](#)

912.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Tobo's solution](#)

913.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tobo's solution](#)

914.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[Tobo's solution](#)

915.

1715C

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1765D

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598D

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1792D

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1777C

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691D

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678D

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632C

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1783C

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1779D

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1731C

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1731D

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1760G

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126B

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118D

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938.

339D

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939.

474D

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1644D

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466C

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950.

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967.

1207D

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969.

1970E1

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1740E

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986.

888E

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873D

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846F

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846C

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1267J

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1267L

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993.

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996.

725D

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997.

1852B

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998.

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1280B

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1000.

1491D

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1841C

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1002.

1381B

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1003.

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1004.

1396B

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1534D

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1006.

1824B1

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1007.

911D

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1008.

813B

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Quality: 4,438 global accepts · Rating: 1800 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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1009.

1805D

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Quality: 9,000 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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1010.

1073C

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1011.

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1012.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[Tobo's solution](#)

1013.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Tobo's solution](#)

1014.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Tobo's solution](#)

1015.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Tobo's solution](#)

1016.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Tobo's solution](#)

1017.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Tobo's solution](#)**1018.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Tobo's solution](#)**1019.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)**1020.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Tobo's solution](#)**1021.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Tobo's solution](#)**1022.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, sortings, two pointers

[Tobo's solution](#)**1023.**

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Tobo's solution](#)**1024.**

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Tobo's solution](#)**1025.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Tobo's solution](#)**1026.**

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Tobo's solution](#)

1027.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Tobo's solution](#)

1028.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Tobo's solution](#)

1029.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Tobo's solution](#)

1030.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

1031.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Tobo's solution](#)

1032.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Tobo's solution](#)

1033.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Tobo's solution](#)

1034.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Tobo's solution](#)

1035.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Tobo's solution](#)

1036.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tobo's solution](#)

1037.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Tobo's solution](#)

1038.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Tobo's solution](#)

1039.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Tobo's solution](#)

1040.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Tobo's solution](#)

1041.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Tobo's solution](#)

1042.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Tobo's solution](#)

1043.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Tobo's solution](#)

1044.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Tobo's solution](#)

1045.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

1046.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Tobo's solution](#)

1047.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[Tobo's solution](#)

1048.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Tobo's solution](#)

1049.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Tobo's solution](#)

1050.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[Tobo's solution](#)

1051.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Tobo's solution](#)

1052.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tobo's solution](#)

1053.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[Tobo's solution](#)

1054.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · last AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Tobo's solution](#)

1055.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Tobo's solution](#)

1056.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Tobo's solution](#)

1057.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Tobo's solution](#)

1058.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Tobo's solution](#)

1059.

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation, interactive, math

[Tobo's solution](#)

1060.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

1061.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Tobo's solution](#)

1062.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Tobo's solution](#)

1063.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Tobo's solution](#)

1064.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Tobo's solution](#)

1065.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: math

[Tobo's solution](#)

1066.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,043 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Tobo's solution](#)

1067.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Tobo's solution](#)

1068.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Tobo's solution](#)

1069.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Tobo's solution](#)

1070.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Tobo's solution](#)

1071.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Tobo's solution](#)

1072.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Tobo's solution](#)

1073.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Tobo's solution](#)

1074.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Tobo's solution](#)

1075.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Tobo's solution](#)

1076.

1078A

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

Rating: 1900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math, shortest paths

[Tobo's solution](#)

1077.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation

[Tobo's solution](#)

1078.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Tobo's solution](#)

1079.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Tobo's solution](#)

1080.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Tobo's solution](#)

1081.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Tobo's solution](#)

1082.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Tobo's solution](#)

1083.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Tobo's solution](#)

1084.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Tobo's solution](#)

1085.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Tobo's solution](#)

1086.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Tobo's solution](#)

1087.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Tobo's solution](#)

1088.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

1089.

1970G1

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

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Tobo's solution](#)

1090.

1970C3

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

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Tobo's solution](#)

1091.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Tobo's solution](#)

1092.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tobo's solution](#)

1093.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

1094.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Tobo's solution](#)

1095.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Tobo's solution](#)

1096.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Tobo's solution](#)

1097.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Tobo's solution](#)

1098.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Tobo's solution](#)

1099.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Tobo's solution](#)

1100.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Tobo's solution](#)

1101.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Tobo's solution](#)

1102.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Tobo's solution](#)

1103.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Tobo's solution](#)

1104.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tobo's solution](#)

1105.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[Tobo's solution](#)

1106.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Tobo's solution](#)

1107.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Tobo's solution](#)

1108.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tobo's solution](#)

1109.

1483B

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Rating: 1900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[Tobo's solution](#)

1110.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

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1111.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

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1112.

1887B

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Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[Tobo's solution](#)

1113.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Tobo's solution](#)

1114.

1276B

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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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1115.

1878F

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Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Tobo's solution](#)

1116.

1495B

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Quality: 6,333 global accepts · Rating: 1900 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Tobo's solution](#)

1117.

846D

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Quality: 2,840 global accepts · Rating: 1900 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Tobo's solution](#)

1118.

1569D

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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Tobo's solution](#)

1119.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Tobo's solution](#)

1120.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Tobo's solution](#)

1121.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Tobo's solution](#)

1122.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Tobo's solution](#)

1123.

1866C

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

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

[Tobo's solution](#)

1124.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Tobo's solution](#)

1125.

1361B

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Quality: 3,858 global accepts · Rating: 1900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings

[Tobo's solution](#)

1126.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Tobo's solution](#)

1127.

1842D

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Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tobo's solution](#)

1128.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Tobo's solution](#)

1129.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Tobo's solution](#)

1130.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Tobo's solution](#)

1131.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

1132.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Tobo's solution](#)

1133.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[Tobo's solution](#)

1134.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Tobo's solution](#)

1135.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Tobo's solution](#)

1136.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Tobo's solution](#)

1137.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Tobo's solution](#)

1138.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Tobo's solution](#)

1139.

993B

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Quality: 2,052 global accepts · Rating: 1900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Tobo's solution](#)

1140.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Tobo's solution](#)

1141.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, math

[Tobo's solution](#)

1142.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Tobo's solution](#)

1143.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,099 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Tobo's solution](#)

1144.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Tobo's solution](#)

1145.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Tobo's solution](#)

1146.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tobo's solution](#)

1147.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Tobo's solution](#)

1148.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1900 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Tobo's solution](#)

1149.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Tobo's solution](#)

1150.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Tobo's solution](#)

1151.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tobo's solution](#)

1152.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,033 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[Tobo's solution](#)

1153.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[Tobo's solution](#)

1154.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tobo's solution](#)

1155.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Tobo's solution](#)

1156.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tobo's solution](#)

1157.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: matrices

[Tobo's solution](#)

1158.

660D

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

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Tobo's solution](#)

1159.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

1160.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, trees

[Tobo's solution](#)

1161.

1305D

[Kuron and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Tobo's solution](#)

1162.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, two pointers

[Tobo's solution](#)

1163.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Tobo's solution](#)

1164.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tobo's solution](#)

1165.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

1166.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Tobo's solution](#)

1167.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Tobo's solution](#)

1168.

1585D

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

Quality: 4,385 global accepts · Rating: 1900 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Tobo's solution](#)

1169.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Tobo's solution](#)

1170.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Tobo's solution](#)

1171.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Tobo's solution](#)

1172.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Tobo's solution](#)

1173.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Tobo's solution](#)

1174.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Tobo's solution](#)

1175.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Tobo's solution](#)

1176.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Tobo's solution](#)

1177.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math

[Tobo's solution](#)

1178.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Tobo's solution](#)

1179.

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Tobo's solution](#)

1180.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Tobo's solution](#)

1181.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Tobo's solution](#)

1182.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Tobo's solution](#)

1183.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Tobo's solution](#)

1184.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Tobo's solution](#)

1185.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Tobo's solution](#)

1186.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Tobo's solution](#)

1187.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[Tobo's solution](#)

1188.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Tobo's solution](#)

1189.

2074F

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

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Tobo's solution](#)

1190.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

1191.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Tobo's solution](#)

1192.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Tobo's solution](#)

1193.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: geometry

[Tobo's solution](#)

1194.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Tobo's solution](#)

1195.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tobo's solution](#)

1196.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Tobo's solution](#)

1197.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Tobo's solution](#)

1198.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Tobo's solution](#)

1199.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tobo's solution](#)

1200.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Tobo's solution](#)

1201.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Tobo's solution](#)

1202.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1203.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Tobo's solution](#)

1204.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Tobo's solution](#)

1205.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Tobo's solution](#)

1206.

1974G

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

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-20 · Go (first AC) · Tags: data structures, greedy, sortings

[Tobo's solution](#)

1207.

1970E2

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

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Tobo's solution](#)

1208.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Tobo's solution](#)

1209.

1951E

[No Palindromes](#) · [Tutorial](#)

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

[Tobo's solution](#)

1210.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tobo's solution](#)

1211.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Tobo's solution](#)

1212.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Tobo's solution](#)

1213.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Tobo's solution](#)

1214.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Tobo's solution](#)

1215.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Tobo's solution](#)

1216.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Tobo's solution](#)

1217.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Tobo's solution](#)

1218.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Tobo's solution](#)

1219.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Tobo's solution](#)

1220.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[Tobo's solution](#)

1221.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Tobo's solution](#)

1222.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Tobo's solution](#)

1223.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Tobo's solution](#)

1224.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Tobo's solution](#)

1225.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Tobo's solution](#)

1226.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Tobo's solution](#)

1227.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Tobo's solution](#)

1228.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tobo's solution](#)

1229.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Tobo's solution](#)

1230.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Tobo's solution](#)

1231.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Tobo's solution](#)

1232.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tobo's solution](#)

1233.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Tobo's solution](#)

1234.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Tobo's solution](#)

1235.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Tobo's solution](#)

1236.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy

[Tobo's solution](#)

1237.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Tobo's solution](#)

1238.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Tobo's solution](#)

1239.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Tobo's solution](#)

1240.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Tobo's solution](#)

1241.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Tobo's solution](#)

1242.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Tobo's solution](#)

1243.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Tobo's solution](#)

1244.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Tobo's solution](#)

1245.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Tobo's solution](#)

1246.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1247.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp

[Tobo's solution](#)

1248.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Tobo's solution](#)

1249.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Tobo's solution](#)

1250.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Tobo's solution](#)

1251.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Tobo's solution](#)

1252.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Tobo's solution](#)

1253.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Tobo's solution](#)

1254.

609D

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

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Tobo's solution](#)

1255.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Tobo's solution](#)

1256.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Tobo's solution](#)

1257.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[Tobo's solution](#)

1258.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Tobo's solution](#)

1259.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Tobo's solution](#)

1260.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Tobo's solution](#)

1261.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Tobo's solution](#)

1262.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Tobo's solution](#)

1263.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Tobo's solution](#)

1264.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Tobo's solution](#)

1265.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Tobo's solution](#)

1266.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[Tobo's solution](#)

1267.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[Tobo's solution](#)

1268.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Tobo's solution](#)

1269.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Tobo's solution](#)

1270.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

1271.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Tobo's solution](#)

1272.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Tobo's solution](#)

1273.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Tobo's solution](#)

1274.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Tobo's solution](#)

1275.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Tobo's solution](#)

1276.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Tobo's solution](#)

1277.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Tobo's solution](#)

1278.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Tobo's solution](#)

1279.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Tobo's solution](#)

1280.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Tobo's solution](#)

1281.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Tobo's solution](#)

1282.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Tobo's solution](#)

1283.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Tobo's solution](#)

1284.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Tobo's solution](#)

1285.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Tobo's solution](#)

1286.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Tobo's solution](#)

1287.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tobo's solution](#)

1288.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Tobo's solution](#)

1289.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2024-12-26 · PyPy 3 (first AC) · Tags: geometry, math

[Tobo's solution](#)

1290.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Tobo's solution](#)

1291.

926J

[Segments](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Tobo's solution](#)

1292.

774B

[Significant Cups](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 2100 · first AC: 2024-12-16 · PyPy 3 (first AC) · Tags: *special, binary search, data structures, two pointers

[Tobo's solution](#)

1293.

774A

[Amusement Park](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, ternary search

[Tobo's solution](#)

1294.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Tobo's solution](#)

1295.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Tobo's solution](#)

1296.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Tobo's solution](#)

1297.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Tobo's solution](#)

1298.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Tobo's solution](#)

1299.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Tobo's solution](#)

1300.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Tobo's solution](#)

1301.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Tobo's solution](#)

1302.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Tobo's solution](#)

1303.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Tobo's solution](#)

1304.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Tobo's solution](#)

1305.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Tobo's solution](#)

1306.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Tobo's solution](#)

1307.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Tobo's solution](#)

1308.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Tobo's solution](#)

1309.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Tobo's solution](#)

1310.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu

[Tobo's solution](#)

1311.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

1312.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Tobo's solution](#)

1313.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

1314.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Tobo's solution](#)

1315.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Tobo's solution](#)

1316.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Tobo's solution](#)

1317.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Tobo's solution](#)

1318.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Tobo's solution](#)

1319.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

1320.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Tobo's solution](#)

1321.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1322.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,569 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Tobo's solution](#)

1323.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Tobo's solution](#)

1324.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Tobo's solution](#)

1325.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Tobo's solution](#)

1326.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Tobo's solution](#)

1327.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Tobo's solution](#)

1328.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Tobo's solution](#)

1329.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Tobo's solution](#)

1330.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Tobo's solution](#)

1331.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Tobo's solution](#)

1332.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Tobo's solution](#)

1333.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Tobo's solution](#)

1334.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Tobo's solution](#)

1335.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Tobo's solution](#)

1336.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Tobo's solution](#)

1337.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

1338.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Tobo's solution](#)

1339.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Tobo's solution](#)

1340.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tobo's solution](#)

1341.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Tobo's solution](#)

1342.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Tobo's solution](#)

1343.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Tobo's solution](#)

1344.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Tobo's solution](#)

1345.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Tobo's solution](#)

1346.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Tobo's solution](#)

1347.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Tobo's solution](#)

1348.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Tobo's solution](#)

1349.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices, sortings

[Tobo's solution](#)

1350.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Tobo's solution](#)

1351.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Tobo's solution](#)

1352.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Tobo's solution](#)

1353.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Tobo's solution](#)

1354.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Tobo's solution](#)

1355.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Tobo's solution](#)

1356.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Tobo's solution](#)

1357.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Tobo's solution](#)

1358.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[Tobo's solution](#)

1359.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Tobo's solution](#)

1360.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1361.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Tobo's solution](#)

1362.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, geometry

[Tobo's solution](#)

1363.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Tobo's solution](#)

1364.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Tobo's solution](#)

1365.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Tobo's solution](#)

1366.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[Tobo's solution](#)

1367.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Tobo's solution](#)

1368.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1369.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Tobo's solution](#)

1370.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

1371.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Tobo's solution](#)

1372.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[Tobo's solution](#)

1373.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Tobo's solution](#)

1374.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Tobo's solution](#)

1375.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Tobo's solution](#)

1376.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tobo's solution](#)

1377.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tobo's solution](#)

1378.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Tobo's solution](#)

1379.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[Tobo's solution](#)

1380.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Tobo's solution](#)

1381.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[Tobo's solution](#)

1382.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Tobo's solution](#)

1383.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Tobo's solution](#)

1384.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[Tobo's solution](#)

1385.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[Tobo's solution](#)

1386.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Tobo's solution](#)

1387.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Tobo's solution](#)

1388.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Tobo's solution](#)

1389.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

1390.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[Tobo's solution](#)

1391.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Tobo's solution](#)

1392.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Tobo's solution](#)

1393.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[Tobo's solution](#)

1394.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[Tobo's solution](#)

1395.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Tobo's solution](#)

1396.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Tobo's solution](#)

1397.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Tobo's solution](#)

1398.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2022-05-05 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Tobo's solution](#)

1399.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Tobo's solution](#)

1400.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Tobo's solution](#)

1401.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math

[Tobo's solution](#)

1402.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Tobo's solution](#)

1403.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Tobo's solution](#)

1404.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[Tobo's solution](#)

1405.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Tobo's solution](#)

1406.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Tobo's solution](#)

1407.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Tobo's solution](#)

1408.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[Tobo's solution](#)

1409.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Tobo's solution](#)

1410.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Tobo's solution](#)

1411.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Tobo's solution](#)

1412.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Tobo's solution](#)

1413.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Tobo's solution](#)

1414.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Tobo's solution](#)

1415.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · last AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Tobo's solution](#)

1416.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Tobo's solution](#)

1417.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

1418.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Tobo's solution](#)

1419.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Tobo's solution](#)

1420.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Tobo's solution](#)

1421.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Tobo's solution](#)

1422.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Tobo's solution](#)

1423.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Tobo's solution](#)

1424.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,389 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs

[Tobo's solution](#)

1425.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[Tobo's solution](#)

1426.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Tobo's solution](#)

1427.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Tobo's solution](#)

1428.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Tobo's solution](#)

1429.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Tobo's solution](#)

1430.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Tobo's solution](#)

1431.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Tobo's solution](#)

1432.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Tobo's solution](#)

1433.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Tobo's solution](#)

1434.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Tobo's solution](#)

1435.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Tobo's solution](#)

1436.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Tobo's solution](#)

1437.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Tobo's solution](#)

1438.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Tobo's solution](#)

1439.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Tobo's solution](#)

1440.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Tobo's solution](#)

1441.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Tobo's solution](#)

1442.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[Tobo's solution](#)

1443.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Tobo's solution](#)

1444.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Tobo's solution](#)

1445.

1970G2

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

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Tobo's solution](#)

1446.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Tobo's solution](#)

1447.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Tobo's solution](#)

1448.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[Tobo's solution](#)

1449.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Tobo's solution](#)

1450.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Tobo's solution](#)

1451.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees
[Tobo's solution](#)

1452.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

1453.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
[Tobo's solution](#)

1454.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation
[Tobo's solution](#)

1455.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[Tobo's solution](#)

1456.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[Tobo's solution](#)

1457.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities
[Tobo's solution](#)

1458.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Tobo's solution](#)

1459.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Tobo's solution](#)

1460.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Tobo's solution](#)

1461.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Tobo's solution](#)

1462.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, trees

[Tobo's solution](#)

1463.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tobo's solution](#)

1464.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Tobo's solution](#)

1465.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Tobo's solution](#)

1466.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Tobo's solution](#)

1467.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Tobo's solution](#)

1468.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Tobo's solution](#)

1469.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[Tobo's solution](#)

1470.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tobo's solution](#)

1471.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Tobo's solution](#)

1472.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Tobo's solution](#)

1473.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Tobo's solution](#)

1474.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[Tobo's solution](#)

1475.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Tobo's solution](#)

1476.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Tobo's solution](#)

1477.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[Tobo's solution](#)

1478.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Tobo's solution](#)

1479.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp
[Tobo's solution](#)

1480.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, math
[Tobo's solution](#)

1481.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[Tobo's solution](#)

1482.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
[Tobo's solution](#)

1483.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[Tobo's solution](#)

1484.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, strings
[Tobo's solution](#)

1485.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, shortest paths
[Tobo's solution](#)

1486.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[Tobo's solution](#)

1487.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[Tobo's solution](#)

1488.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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1489.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

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1490.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

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1491.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Tobo's solution](#)

1492.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[Tobo's solution](#)

1493.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Tobo's solution](#)

1494.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Tobo's solution](#)

1495.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Tobo's solution](#)

1496.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Tobo's solution](#)

1497.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Tobo's solution](#)

1498.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[Tobo's solution](#)

1499.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Tobo's solution](#)

1500.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Tobo's solution](#)

1501.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Tobo's solution](#)

1502.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Tobo's solution](#)

1503.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Tobo's solution](#)

1504.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[Tobo's solution](#)

1505.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Tobo's solution](#)

1506.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, two pointers

[Tobo's solution](#)

1507.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tobo's solution](#)

1508.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Tobo's solution](#)

1509.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Tobo's solution](#)

1510.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Tobo's solution](#)

1511.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tobo's solution](#)

1512.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Tobo's solution](#)

1513.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[Tobo's solution](#)

1514.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Tobo's solution](#)

1515.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Tobo's solution](#)

1516.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Tobo's solution](#)

1517.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Tobo's solution](#)

1518.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Tobo's solution](#)

1519.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Tobo's solution](#)

1520.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Tobo's solution](#)

1521.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Tobo's solution](#)

1522.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Tobo's solution](#)

1523.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Tobo's solution](#)

1524.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Tobo's solution](#)

1525.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[Tobo's solution](#)

1526.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Tobo's solution](#)

1527.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Tobo's solution](#)

1528.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Tobo's solution](#)

1529.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Tobo's solution](#)

1530.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Tobo's solution](#)

1531.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Tobo's solution](#)

1532.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[Tobo's solution](#)

1533.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Tobo's solution](#)

1534.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Tobo's solution](#)

1535.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Tobo's solution](#)

1536.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Tobo's solution](#)

1537.

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Tobo's solution](#)

1538.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Tobo's solution](#)

1539.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings

[Tobo's solution](#)

1540.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Tobo's solution](#)

1541.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Tobo's solution](#)

1542.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Tobo's solution](#)

1543.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Tobo's solution](#)

1544.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tobo's solution](#)

1545.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Tobo's solution](#)

1546.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Tobo's solution](#)

1547.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1548.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Tobo's solution](#)

1549.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Tobo's solution](#)

1550.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Tobo's solution](#)

1551.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Tobo's solution](#)

1552.

1086C

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

Rating: 2300 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Tobo's solution](#)

1553.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Tobo's solution](#)

1554.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Tobo's solution](#)

1555.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Tobo's solution](#)

1556.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Tobo's solution](#)

1557.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Tobo's solution](#)

1558.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Tobo's solution](#)

1559.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Tobo's solution](#)

1560.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1561.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Tobo's solution](#)

1562.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Tobo's solution](#)

1563.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Tobo's solution](#)

1564.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[Tobo's solution](#)

1565.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Tobo's solution](#)

1566.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings

[Tobo's solution](#)

1567.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Tobo's solution](#)

1568.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

1569.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and

similar, graphs, greedy, strings, trees

[Tobo's solution](#)

1570.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Tobo's solution](#)

1571.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Tobo's solution](#)

1572.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Tobo's solution](#)

1573.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Tobo's solution](#)

1574.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Tobo's solution](#)

1575.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

1576.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tobo's solution](#)

1577.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tobo's solution](#)

1578.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tobo's solution](#)

1579.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Tobo's solution](#)

1580.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Tobo's solution](#)

1581.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Tobo's solution](#)

1582.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Tobo's solution](#)

1583.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Tobo's solution](#)

1584.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Tobo's solution](#)

1585.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Tobo's solution](#)

1586.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Tobo's solution](#)

1587.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

1588.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy

[Tobo's solution](#)

1589.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Tobo's solution](#)

1590.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Tobo's solution](#)

1591.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

1592.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Tobo's solution](#)

1593.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Tobo's solution](#)

1594.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Tobo's solution](#)

1595.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Tobo's solution](#)

1596.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

1597.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Tobo's solution](#)

1598.

1782E

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

Rating: 2300 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Tobo's solution](#)

1599.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Tobo's solution](#)

1600.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Tobo's solution](#)

1601.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Tobo's solution](#)

1602.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[Tobo's solution](#)

1603.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Tobo's solution](#)

1604.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Tobo's solution](#)

1605.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Tobo's solution](#)

1606.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Tobo's solution](#)

1607.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1608.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Tobo's solution](#)

1609.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Tobo's solution](#)

1610.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Tobo's solution](#)

1611.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Tobo's solution](#)

1612.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Tobo's solution](#)

1613.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Tobo's solution](#)

1614.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Tobo's solution](#)

1615.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Tobo's solution](#)

1616.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Tobo's solution](#)

1617.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[Tobo's solution](#)

1618.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Tobo's solution](#)

1619.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Tobo's solution](#)

1620.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Tobo's solution](#)

1621.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

1622.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Tobo's solution](#)

1623.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Tobo's solution](#)

1624.

167C

[Wizards and Numbers](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Tobo's solution](#)

1625.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: games

[Tobo's solution](#)

1626.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Tobo's solution](#)

1627.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Tobo's solution](#)

1628.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Tobo's solution](#)

1629.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Tobo's solution](#)

1630.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar,

graphs, greedy

[Tobo's solution](#)

1631.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Tobo's solution](#)

1632.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Tobo's solution](#)

1633.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy

[Tobo's solution](#)

1634.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Tobo's solution](#)

1635.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Tobo's solution](#)

1636.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Tobo's solution](#)

1637.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Tobo's solution](#)

1638.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[Tobo's solution](#)

1639.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[Tobo's solution](#)

1640.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Tobo's solution](#)

1641.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[Tobo's solution](#)

1642.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[Tobo's solution](#)

1643.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[Tobo's solution](#)

1644.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[Tobo's solution](#)

1645.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory
[Tobo's solution](#)

1646.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Tobo's solution](#)

1647.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math
[Tobo's solution](#)

1648.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings
[Tobo's solution](#)

1649.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[Tobo's solution](#)

1650.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
[Tobo's solution](#)

1651.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[Tobo's solution](#)

1652.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Tobo's solution](#)

1653.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings
[Tobo's solution](#)

1654.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[Tobo's solution](#)

1655.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search
[Tobo's solution](#)

1656.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory
[Tobo's solution](#)

1657.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees
[Tobo's solution](#)

1658.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[Tobo's solution](#)

1659.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[Tobo's solution](#)

1660.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[Tobo's solution](#)

1661.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[Tobo's solution](#)

1662.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Tobo's solution](#)

1663.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Tobo's solution](#)

1664.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[Tobo's solution](#)

1665.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[Tobo's solution](#)

1666.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[Tobo's solution](#)

1667.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[Tobo's solution](#)

1668.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[Tobo's solution](#)

1669.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[Tobo's solution](#)

1670.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[Tobo's solution](#)

1671.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Tobo's solution](#)

1672.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Tobo's solution](#)

1673.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Tobo's solution](#)

1674.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Tobo's solution](#)

1675.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Tobo's solution](#)

1676.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Tobo's solution](#)

1677.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Tobo's solution](#)

1678.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Tobo's solution](#)

1679.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Tobo's solution](#)

1680.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Tobo's solution](#)

1681.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Tobo's solution](#)

1682.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Tobo's solution](#)

1683.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[Tobo's solution](#)

1684.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Tobo's solution](#)

1685.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Tobo's solution](#)

1686.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Tobo's solution](#)

1687.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

1688.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Tobo's solution](#)

1689.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1690.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs

and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Tobo's solution](#)

1691.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Tobo's solution](#)

1692.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Tobo's solution](#)

1693.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Tobo's solution](#)

1694.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[Tobo's solution](#)

1695.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Tobo's solution](#)

1696.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Tobo's solution](#)

1697.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Tobo's solution](#)

1698.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Tobo's solution](#)

1699.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[Tobo's solution](#)

1700.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Tobo's solution](#)

1701.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Tobo's solution](#)

1702.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, trees

[Tobo's solution](#)

1703.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Tobo's solution](#)

1704.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Tobo's solution](#)

1705.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Tobo's solution](#)

1706.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Tobo's solution](#)

1707.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Tobo's solution](#)

1708.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[Tobo's solution](#)

1709.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, matrices

[Tobo's solution](#)

1710.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Tobo's solution](#)

1711.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Tobo's solution](#)

1712.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Tobo's solution](#)

1713.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tobo's solution](#)

1714.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Tobo's solution](#)

1715.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities, two pointers

[Tobo's solution](#)

1716.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Tobo's solution](#)

1717.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tobo's solution](#)

1718.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Tobo's solution](#)

1719.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Tobo's solution](#)

1720.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Tobo's solution](#)

1721.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Tobo's solution](#)

1722.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Tobo's solution](#)

1723.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-29 · last AC: 2024-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Tobo's solution](#)

1724.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Tobo's solution](#)

1725.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[Tobo's solution](#)

1726.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Tobo's solution](#)

1727.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Tobo's solution](#)

1728.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Tobo's solution](#)

1729.

331C2

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tobo's solution](#)

1730.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Tobo's solution](#)

1731.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Tobo's solution](#)

1732.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Tobo's solution](#)

1733.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Tobo's solution](#)

1734.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tobo's solution](#)

1735.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Tobo's solution](#)

1736.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Tobo's solution](#)

1737.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[Tobo's solution](#)

1738.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[Tobo's solution](#)

1739.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · last AC: 2024-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Tobo's solution](#)

1740.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Tobo's solution](#)

1741.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Tobo's solution](#)

1742.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

1743.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Tobo's solution](#)

1744.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Tobo's solution](#)

1745.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Tobo's solution](#)

1746.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Tobo's solution](#)

1747.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Tobo's solution](#)

1748.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Tobo's solution](#)

1749.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Tobo's solution](#)

1750.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Tobo's solution](#)

1751.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[Tobo's solution](#)

1752.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[Tobo's solution](#)

1753.

1970G3

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

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees
[Tobo's solution](#)

1754.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
[Tobo's solution](#)

1755.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[Tobo's solution](#)

1756.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[Tobo's solution](#)

1757.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[Tobo's solution](#)

1758.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[Tobo's solution](#)

1759.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[Tobo's solution](#)

1760.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math
[Tobo's solution](#)

1761.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[Tobo's solution](#)

1762.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tobo's solution](#)

1763.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1764.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-09-15 · last AC: 2024-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[Tobo's solution](#)

1765.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Tobo's solution](#)

1766.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Tobo's solution](#)

1767.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Tobo's solution](#)

1768.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Tobo's solution](#)

1769.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

1770.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

1771.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

1772.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Tobo's solution](#)

1773.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Tobo's solution](#)

1774.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1775.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Tobo's solution](#)

1776.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Tobo's solution](#)

1777.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Tobo's solution](#)

1778.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Tobo's solution](#)

1779.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Tobo's solution](#)

1780.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Tobo's solution](#)

1781.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Tobo's solution](#)

1782.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Tobo's solution](#)

1783.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Tobo's solution](#)

1784.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

1785.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Tobo's solution](#)

1786.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[Tobo's solution](#)

1787.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Tobo's solution](#)

1788.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Tobo's solution](#)

1789.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Tobo's solution](#)

1790.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Tobo's solution](#)

1791.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, implementation, sortings, trees

[Tobo's solution](#)

1792.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Tobo's solution](#)

1793.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Tobo's solution](#)

1794.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Tobo's solution](#)

1795.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Tobo's solution](#)

1796.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Tobo's solution](#)

1797.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Tobo's solution](#)

1798.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Tobo's solution](#)

1799.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Tobo's solution](#)

1800.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Tobo's solution](#)

1801.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Tobo's solution](#)

1802.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Tobo's solution](#)

1803.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Tobo's solution](#)

1804.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Tobo's solution](#)

1805.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Tobo's solution](#)

1806.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Tobo's solution](#)

1807.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Tobo's solution](#)

1808.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Tobo's solution](#)

1809.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Tobo's solution](#)

1810.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation

[Tobo's solution](#)

1811.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Tobo's solution](#)

1812.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Tobo's solution](#)**1813.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Tobo's solution](#)**1814.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Tobo's solution](#)**1815.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Tobo's solution](#)**1816.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Tobo's solution](#)**1817.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Tobo's solution](#)**1818.**

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs

[Tobo's solution](#)**1819.**

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Tobo's solution](#)**1820.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Tobo's solution](#)**1821.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Tobo's solution](#)

1822.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Tobo's solution](#)

1823.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Tobo's solution](#)

1824.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Tobo's solution](#)

1825.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tobo's solution](#)

1826.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Tobo's solution](#)

1827.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Tobo's solution](#)

1828.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft

[Tobo's solution](#)

1829.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tobo's solution](#)

1830.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

1831.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Tobo's solution](#)

1832.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[Tobo's solution](#)

1833.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Tobo's solution](#)

1834.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: fft, geometry, number theory

[Tobo's solution](#)

1835.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[Tobo's solution](#)

1836.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Tobo's solution](#)

1837.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Tobo's solution](#)

1838.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Tobo's solution](#)

1839.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Tobo's solution](#)

1840.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[Tobo's solution](#)

1841.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Tobo's solution](#)

1842.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Tobo's solution](#)

1843.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Tobo's solution](#)

1844.

1082G

[Petia and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Tobo's solution](#)

1845.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Tobo's solution](#)

1846.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Tobo's solution](#)

1847.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Tobo's solution](#)

1848.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Tobo's solution](#)

1849.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Tobo's solution](#)

1850.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Tobo's solution](#)

1851.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Tobo's solution](#)

1852.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[Tobo's solution](#)

1853.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees
[Tobo's solution](#)

1854.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
[Tobo's solution](#)

1855.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures
[Tobo's solution](#)

1856.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory
[Tobo's solution](#)

1857.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[Tobo's solution](#)

1858.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
[Tobo's solution](#)

1859.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers
[Tobo's solution](#)

1860.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
[Tobo's solution](#)

1861.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Tobo's solution](#)

1862.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2023-01-13 · last AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Tobo's solution](#)

1863.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Tobo's solution](#)

1864.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Tobo's solution](#)

1865.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Tobo's solution](#)

1866.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Tobo's solution](#)

1867.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Tobo's solution](#)

1868.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Tobo's solution](#)

1869.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Tobo's solution](#)

1870.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

1871.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Tobo's solution](#)

1872.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Tobo's solution](#)

1873.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Tobo's solution](#)

1874.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Tobo's solution](#)

1875.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Tobo's solution](#)

1876.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Tobo's solution](#)

1877.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Tobo's solution](#)

1878.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[Tobo's solution](#)

1879.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Tobo's solution](#)

1880.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Tobo's solution](#)

1881.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Tobo's solution](#)

1882.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Tobo's solution](#)

1883.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Tobo's solution](#)

1884.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Tobo's solution](#)

1885.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Tobo's solution](#)

1886.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Tobo's solution](#)

1887.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Tobo's solution](#)

1888.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Tobo's solution](#)

1889.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Tobo's solution](#)

1890.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Tobo's solution](#)

1891.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Tobo's solution](#)

1892.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tobo's solution](#)

1893.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Tobo's solution](#)

1894.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Tobo's solution](#)

1895.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Tobo's solution](#)

1896.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Tobo's solution](#)

1897.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Tobo's solution](#)

1898.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Tobo's solution](#)

1899.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Tobo's solution](#)

1900.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Tobo's solution](#)

1901.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Tobo's solution](#)

1902.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Tobo's solution](#)

1903.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Tobo's solution](#)

1904.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

1905.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Tobo's solution](#)

1906.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Tobo's solution](#)

1907.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

1908.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Tobo's solution](#)

1909.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Tobo's solution](#)

1910.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Tobo's solution](#)

1911.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[Tobo's solution](#)

1912.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[Tobo's solution](#)

1913.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Tobo's solution](#)

1914.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Tobo's solution](#)

1915.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, matrices

[Tobo's solution](#)

1916.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-07-14 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, math

[Tobo's solution](#)

1917.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Tobo's solution](#)

1918.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Tobo's solution](#)

1919.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Tobo's solution](#)

1920.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Tobo's solution](#)

1921.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Tobo's solution](#)

1922.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Tobo's solution](#)

1923.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tobo's solution](#)

1924.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Tobo's solution](#)

1925.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Tobo's solution](#)

1926.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Tobo's solution](#)

1927.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[Tobo's solution](#)

1928.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Tobo's solution](#)

1929.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, graphs, trees

[Tobo's solution](#)

1930.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, math

[Tobo's solution](#)

1931.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Tobo's solution](#)

1932.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Tobo's solution](#)

1933.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Tobo's solution](#)

1934.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Tobo's solution](#)

1935.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Tobo's solution](#)

1936.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[Tobo's solution](#)

1937.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tobo's solution](#)

1938.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Tobo's solution](#)

1939.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Tobo's solution](#)

1940.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Tobo's solution](#)

1941.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Tobo's solution](#)

1942.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Tobo's solution](#)

1943.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation

[Tobo's solution](#)

1944.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Tobo's solution](#)

1945.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Tobo's solution](#)

1946.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Tobo's solution](#)

1947.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tobo's solution](#)

1948.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Tobo's solution](#)

1949.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Tobo's solution](#)

1950.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Tobo's solution](#)

1951.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

1952.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Tobo's solution](#)

1953.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

1954.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Tobo's solution](#)

1955.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Tobo's solution](#)

1956.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Tobo's solution](#)

1957.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Tobo's solution](#)

1958.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[Tobo's solution](#)

1959.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[Tobo's solution](#)

1960.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Tobo's solution](#)

1961.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Tobo's solution](#)

1962.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

1963.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, greedy

[Tobo's solution](#)

1964.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Tobo's solution](#)

1965.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Tobo's solution](#)

1966.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Tobo's solution](#)

1967.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Tobo's solution](#)

1968.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Tobo's solution](#)

1969.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Tobo's solution](#)

1970.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Tobo's solution](#)

1971.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Tobo's solution](#)

1972.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Tobo's solution](#)

1973.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Tobo's solution](#)

1974.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Tobo's solution](#)

1975.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, implementation

[Tobo's solution](#)

1976.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Tobo's solution](#)

1977.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Tobo's solution](#)

1978.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Tobo's solution](#)

1979.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Tobo's solution](#)

1980.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Tobo's solution](#)

1981.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Tobo's solution](#)

1982.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Tobo's solution](#)

1983.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

1984.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Tobo's solution](#)

1985.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[Tobo's solution](#)

1986.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[Tobo's solution](#)

1987.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Tobo's solution](#)

1988.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Tobo's solution](#)

1989.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Tobo's solution](#)

1990.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Tobo's solution](#)

1991.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Tobo's solution](#)

1992.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Tobo's solution](#)

1993.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Tobo's solution](#)

1994.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Tobo's solution](#)

1995.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Tobo's solution](#)

1996.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Tobo's solution](#)

1997.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Tobo's solution](#)

1998.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Tobo's solution](#)

1999.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Tobo's solution](#)

2000.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Tobo's solution](#)

2001.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Tobo's solution](#)

2002.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Tobo's solution](#)

2003.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Tobo's solution](#)

2004.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Tobo's solution](#)

2005.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Tobo's solution](#)

2006.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Tobo's solution](#)

2007.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

2008.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Tobo's solution](#)

2009.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Tobo's solution](#)

2010.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Tobo's solution](#)

2011.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

2012.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tobo's solution](#)

2013.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Tobo's solution](#)

2014.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Tobo's solution](#)

2015.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

2016.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: trees

[Tobo's solution](#)

2017.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Tobo's solution](#)

2018.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Tobo's solution](#)

2019.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[Tobo's solution](#)

2020.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Tobo's solution](#)

2021.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

2022.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Tobo's solution](#)

2023.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Tobo's solution](#)

2024.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Tobo's solution](#)

2025.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[Tobo's solution](#)

2026.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Tobo's solution](#)

2027.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Tobo's solution](#)

2028.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Tobo's solution](#)

2029.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Tobo's solution](#)

2030.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Tobo's solution](#)

2031.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Tobo's solution](#)

2032.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Tobo's solution](#)

2033.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Tobo's solution](#)

2034.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Tobo's solution](#)

2035.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Tobo's solution](#)

2036.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Tobo's solution](#)

2037.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Tobo's solution](#)

2038.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Tobo's solution](#)

2039.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

2040.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Tobo's solution](#)

2041.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Tobo's solution](#)

2042.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Tobo's solution](#)

2043.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Tobo's solution](#)

2044.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[Tobo's solution](#)

2045.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Tobo's solution](#)

2046.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Tobo's solution](#)

2047.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Tobo's solution](#)

2048.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Tobo's solution](#)

2049.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

2050.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Tobo's solution](#)

2051.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dp, greedy

[Tobo's solution](#)

2052.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Tobo's solution](#)

2053.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[Tobo's solution](#)

2054.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Tobo's solution](#)

2055.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Tobo's solution](#)

2056.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Tobo's solution](#)

2057.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[Tobo's solution](#)

2058.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tobo's solution](#)

2059.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tobo's solution](#)

2060.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[Tobo's solution](#)

2061.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Tobo's solution](#)

2062.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Tobo's solution](#)

2063.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[Tobo's solution](#)

2064.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Tobo's solution](#)

2065.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tobo's solution](#)

2066.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[Tobo's solution](#)

2067.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Tobo's solution](#)

2068.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

2069.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Tobo's solution](#)

2070.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Tobo's solution](#)

2071.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Tobo's solution](#)

2072.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Tobo's solution](#)

2073.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Tobo's solution](#)

2074.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Tobo's solution](#)

2075.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[Tobo's solution](#)

2076.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

2077.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Tobo's solution](#)

2078.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Tobo's solution](#)

2079.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-08-17 · last AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Tobo's solution](#)

2080.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Tobo's solution](#)

2081.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, number theory

[Tobo's solution](#)

2082.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Tobo's solution](#)

2083.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-05-11 · last AC: 2024-07-29 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Tobo's solution](#)

2084.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Tobo's solution](#)

2085.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Tobo's solution](#)

2086.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Tobo's solution](#)

2087.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tobo's solution](#)

2088.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Tobo's solution](#)

2089.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[Tobo's solution](#)

2090.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[Tobo's solution](#)

2091.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Tobo's solution](#)

2092.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Tobo's solution](#)

2093.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Tobo's solution](#)

2094.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[Tobo's solution](#)

2095.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Tobo's solution](#)

2096.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[Tobo's solution](#)

2097.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tobo's solution](#)

2098.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: games

[Tobo's solution](#)

2099.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Tobo's solution](#)

2100.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Tobo's solution](#)

2101.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Tobo's solution](#)

2102.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tobo's solution](#)

2103.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Tobo's solution](#)

2104.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory

[Tobo's solution](#)

2105.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[Tobo's solution](#)

2106.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[Tobo's solution](#)

2107.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Tobo's solution](#)

2108.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Tobo's solution](#)

2109.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Tobo's solution](#)

2110.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Tobo's solution](#)

2111.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

2112.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[Tobo's solution](#)

2113.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[Tobo's solution](#)

2114.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Tobo's solution](#)

2115.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[Tobo's solution](#)

2116.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Tobo's solution](#)

2117.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Tobo's solution](#)

2118.

1970D2

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

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[Tobo's solution](#)

2119.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[Tobo's solution](#)

2120.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Tobo's solution](#)

2121.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[Tobo's solution](#)

2122.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Tobo's solution](#)

2123.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[Tobo's solution](#)

2124.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Tobo's solution](#)

2125.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Tobo's solution](#)

2126.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
[Tobo's solution](#)

2127.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[Tobo's solution](#)

2128.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[Tobo's solution](#)

2129.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[Tobo's solution](#)

2130.

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[Tobo's solution](#)

2131.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[Tobo's solution](#)

2132.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[Tobo's solution](#)

2133.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees
[Tobo's solution](#)

2134.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy, trees

[Tobo's solution](#)

2135.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Tobo's solution](#)

2136.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Tobo's solution](#)

2137.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Tobo's solution](#)

2138.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[Tobo's solution](#)

2139.

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

2140.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

2141.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Tobo's solution](#)

2142.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Tobo's solution](#)

2143.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Tobo's solution](#)

2144.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

2145.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tobo's solution](#)

2146.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tobo's solution](#)

2147.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[Tobo's solution](#)

2148.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Tobo's solution](#)

2149.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Tobo's solution](#)

2150.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Tobo's solution](#)

2151.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Tobo's solution](#)

2152.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[Tobo's solution](#)

2153.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

2154.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Tobo's solution](#)

2155.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Tobo's solution](#)

2156.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Tobo's solution](#)

2157.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Tobo's solution](#)

2158.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Tobo's solution](#)

2159.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Tobo's solution](#)

2160.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Tobo's solution](#)

2161.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Tobo's solution](#)

2162.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs, shortest paths

[Tobo's solution](#)

2163.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tobo's solution](#)

2164.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Tobo's solution](#)

2165.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Tobo's solution](#)

2166.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Tobo's solution](#)

2167.

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Tobo's solution](#)

2168.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search

[Tobo's solution](#)

2169.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Tobo's solution](#)

2170.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Tobo's solution](#)

2171.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Tobo's solution](#)

2172.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Tobo's solution](#)

2173.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

2174.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, graphs,

sortings

[Tobo's solution](#)

2175.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Tobo's solution](#)

2176.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows

[Tobo's solution](#)

2177.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Tobo's solution](#)

2178.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Tobo's solution](#)

2179.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Tobo's solution](#)

2180.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Tobo's solution](#)

2181.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Tobo's solution](#)

2182.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Tobo's solution](#)

2183.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Tobo's solution](#)

2184.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Tobo's solution](#)

2185.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tobo's solution](#)

2186.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Tobo's solution](#)

2187.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · last AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Tobo's solution](#)

2188.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Tobo's solution](#)

2189.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Tobo's solution](#)

2190.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Tobo's solution](#)

2191.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[Tobo's solution](#)

2192.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Tobo's solution](#)

2193.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Tobo's solution](#)

2194.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Tobo's solution](#)

2195.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[Tobo's solution](#)

2196.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Tobo's solution](#)

2197.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2198.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Tobo's solution](#)

2199.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Tobo's solution](#)

2200.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Tobo's solution](#)

2201.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Tobo's solution](#)

2202.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Tobo's solution](#)

2203.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Tobo's solution](#)

2204.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing,

implementation, math

[Tobo's solution](#)

2205.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[Tobo's solution](#)

2206.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Tobo's solution](#)

2207.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tobo's solution](#)

2208.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, matrices

[Tobo's solution](#)

2209.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Tobo's solution](#)

2210.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Tobo's solution](#)

2211.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tobo's solution](#)

2212.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Tobo's solution](#)

2213.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Tobo's solution](#)

2214.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Tobo's solution](#)

2215.

690F2

[Tree of Life \(medium\)](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 2700 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, trees

[Tobo's solution](#)

2216.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, trees

[Tobo's solution](#)

2217.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tobo's solution](#)

2218.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Tobo's solution](#)

2219.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Tobo's solution](#)

2220.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Tobo's solution](#)

2221.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Tobo's solution](#)

2222.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[Tobo's solution](#)

2223.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Tobo's solution](#)

2224.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, graph matchings

[Tobo's solution](#)

2225.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[Tobo's solution](#)

2226.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Tobo's solution](#)

2227.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

2228.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tobo's solution](#)

2229.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Tobo's solution](#)

2230.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities, trees

[Tobo's solution](#)

2231.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[Tobo's solution](#)

2232.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Tobo's solution](#)

2233.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[Tobo's solution](#)

2234.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Tobo's solution](#)

2235.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Tobo's solution](#)

2236.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tobo's solution](#)

2237.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Tobo's solution](#)

2238.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Tobo's solution](#)

2239.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tobo's solution](#)

2240.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Tobo's solution](#)

2241.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Tobo's solution](#)

2242.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Tobo's solution](#)

2243.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs

[Tobo's solution](#)

2244.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Tobo's solution](#)

2245.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Tobo's solution](#)

2246.

336E

[Vasily the Bear and Painting Square](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2700 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation

[Tobo's solution](#)

2247.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Tobo's solution](#)

2248.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[Tobo's solution](#)

2249.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Tobo's solution](#)

2250.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Tobo's solution](#)

2251.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, strings

[Tobo's solution](#)

2252.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Tobo's solution](#)

2253.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Tobo's solution](#)

2254.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Tobo's solution](#)

2255.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tobo's solution](#)

2256.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Tobo's solution](#)

2257.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Tobo's solution](#)

2258.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Tobo's solution](#)

2259.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Tobo's solution](#)

2260.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Tobo's solution](#)

2261.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Tobo's solution](#)

2262.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-09-14 · last AC: 2024-05-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[Tobo's solution](#)

2263.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Tobo's solution](#)

2264.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[Tobo's solution](#)

2265.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[Tobo's solution](#)

2266.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[Tobo's solution](#)

2267.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Tobo's solution](#)

2268.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Tobo's solution](#)

2269.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Tobo's solution](#)

2270.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Tobo's solution](#)

2271.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Tobo's solution](#)

2272.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Tobo's solution](#)

2273.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Tobo's solution](#)

2274.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Tobo's solution](#)

2275.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tobo's solution](#)

2276.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Tobo's solution](#)

2277.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

2278.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

2279.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Tobo's solution](#)

2280.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Tobo's solution](#)

2281.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Tobo's solution](#)

2282.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Tobo's solution](#)

2283.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Tobo's solution](#)

2284.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[Tobo's solution](#)

2285.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Tobo's solution](#)

2286.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[Tobo's solution](#)

2287.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Tobo's solution](#)

2288.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tobo's solution](#)

2289.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, string suffix structures

[Tobo's solution](#)

2290.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Tobo's solution](#)

2291.

1782F

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

Rating: 2700 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Tobo's solution](#)

2292.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Tobo's solution](#)

2293.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

2294.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Tobo's solution](#)

2295.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Tobo's solution](#)

2296.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Tobo's solution](#)

2297.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Tobo's solution](#)

2298.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Tobo's solution](#)

2299.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Tobo's solution](#)

2300.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Tobo's solution](#)

2301.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Tobo's solution](#)

2302.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Tobo's solution](#)

2303.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, matrices

[Tobo's solution](#)

2304.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Tobo's solution](#)

2305.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Tobo's solution](#)

2306.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Tobo's solution](#)

2307.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games

[Tobo's solution](#)

2308.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math, probabilities

[Tobo's solution](#)

2309.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Tobo's solution](#)

2310.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Tobo's solution](#)

2311.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Tobo's solution](#)

2312.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Tobo's solution](#)

2313.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, math, matrices

[Tobo's solution](#)

2314.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[Tobo's solution](#)

2315.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs

[Tobo's solution](#)

2316.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer,

graphs, shortest paths

[Tobo's solution](#)

2317.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Tobo's solution](#)

2318.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[Tobo's solution](#)

2319.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[Tobo's solution](#)

2320.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[Tobo's solution](#)

2321.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[Tobo's solution](#)

2322.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Tobo's solution](#)

2323.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Tobo's solution](#)

2324.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[Tobo's solution](#)

2325.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Tobo's solution](#)

2326.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Tobo's solution](#)

2327.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Tobo's solution](#)

2328.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[Tobo's solution](#)

2329.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Tobo's solution](#)

2330.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Tobo's solution](#)

2331.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Tobo's solution](#)

2332.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Tobo's solution](#)

2333.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Tobo's solution](#)

2334.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Tobo's solution](#)

2335.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Tobo's solution](#)

2336.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[Tobo's solution](#)

2337.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Tobo's solution](#)

2338.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[Tobo's solution](#)

2339.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Tobo's solution](#)

2340.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[Tobo's solution](#)

2341.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings

[Tobo's solution](#)

2342.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Tobo's solution](#)

2343.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Tobo's solution](#)

2344.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[Tobo's solution](#)

2345.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Tobo's solution](#)

2346.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[Tobo's solution](#)

2347.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tobo's solution](#)

2348.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Tobo's solution](#)

2349.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tobo's solution](#)

2350.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tobo's solution](#)

2351.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Tobo's solution](#)

2352.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[Tobo's solution](#)

2353.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Tobo's solution](#)

2354.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Tobo's solution](#)

2355.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Tobo's solution](#)

2356.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Tobo's solution](#)

2357.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[Tobo's solution](#)

2358.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp
[Tobo's solution](#)

2359.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Tobo's solution](#)

2360.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy
[Tobo's solution](#)

2361.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities
[Tobo's solution](#)

2362.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees
[Tobo's solution](#)

2363.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers
[Tobo's solution](#)

2364.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Tobo's solution](#)

2365.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, two pointers
[Tobo's solution](#)

2366.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
[Tobo's solution](#)

2367.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[Tobo's solution](#)

2368.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

2369.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[Tobo's solution](#)

2370.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Tobo's solution](#)

2371.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Tobo's solution](#)

2372.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Tobo's solution](#)

2373.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Tobo's solution](#)

2374.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Tobo's solution](#)

2375.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, implementation

[Tobo's solution](#)

2376.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tobo's solution](#)

2377.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

2378.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Tobo's solution](#)

2379.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

2380.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

2381.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Tobo's solution](#)

2382.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Tobo's solution](#)

2383.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Tobo's solution](#)

2384.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

2385.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Tobo's solution](#)

2386.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Tobo's solution](#)

2387.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tobo's solution](#)

2388.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Tobo's solution](#)

2389.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Tobo's solution](#)

2390.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Tobo's solution](#)

2391.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Tobo's solution](#)

2392.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Tobo's solution](#)

2393.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Tobo's solution](#)

2394.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Tobo's solution](#)

2395.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Tobo's solution](#)

2396.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees

[Tobo's solution](#)

2397.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation

[Tobo's solution](#)

2398.

1845F

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

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Tobo's solution](#)

2399.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Tobo's solution](#)

2400.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Tobo's solution](#)

2401.

1525F

[Goblins and Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[Tobo's solution](#)

2402.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Tobo's solution](#)

2403.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Tobo's solution](#)

2404.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees

[Tobo's solution](#)

2405.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Tobo's solution](#)

2406.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Tobo's solution](#)

2407.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Tobo's solution](#)

2408.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Tobo's solution](#)

2409.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities

[Tobo's solution](#)

2410.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

2411.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Tobo's solution](#)

2412.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Tobo's solution](#)

2413.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Tobo's solution](#)

2414.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[Tobo's solution](#)

2415.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Tobo's solution](#)

2416.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Tobo's solution](#)

2417.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Tobo's solution](#)

2418.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Tobo's solution](#)

2419.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tobo's solution](#)

2420.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Tobo's solution](#)

2421.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Tobo's solution](#)

2422.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

2423.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2424.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

2425.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Tobo's solution](#)

2426.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Tobo's solution](#)

2427.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Tobo's solution](#)

2428.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[Tobo's solution](#)

2429.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Tobo's solution](#)

2430.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[Tobo's solution](#)

2431.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[Tobo's solution](#)

2432.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Tobo's solution](#)

2433.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Tobo's solution](#)

2434.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Tobo's solution](#)

2435.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[Tobo's solution](#)

2436.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Tobo's solution](#)

2437.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Tobo's solution](#)

2438.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[Tobo's solution](#)

2439.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Tobo's solution](#)

2440.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, shortest paths

[Tobo's solution](#)

2441.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

2442.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Tobo's solution](#)

2443.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[Tobo's solution](#)

2444.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Tobo's solution](#)

2445.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Tobo's solution](#)

2446.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[Tobo's solution](#)

2447.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Tobo's solution](#)

2448.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Tobo's solution](#)

2449.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Tobo's solution](#)

2450.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

2451.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Tobo's solution](#)

2452.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory

[Tobo's solution](#)

2453.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[Tobo's solution](#)

2454.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Tobo's solution](#)

2455.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Tobo's solution](#)

2456.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Tobo's solution](#)

2457.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Tobo's solution](#)

2458.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[Tobo's solution](#)

2459.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Tobo's solution](#)

2460.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms,

graphs, math, number theory

[Tobo's solution](#)

2461.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Tobo's solution](#)

2462.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[Tobo's solution](#)

2463.

2120G

[Eulerian Line Graph](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3000 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Tobo's solution](#)

2464.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Tobo's solution](#)

2465.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[Tobo's solution](#)

2466.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Tobo's solution](#)

2467.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Tobo's solution](#)

2468.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Tobo's solution](#)

2469.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Tobo's solution](#)

2470.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Tobo's solution](#)

2471.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Tobo's solution](#)

2472.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Tobo's solution](#)

2473.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Tobo's solution](#)

2474.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Tobo's solution](#)

2475.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Tobo's solution](#)

2476.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[Tobo's solution](#)

2477.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Tobo's solution](#)

2478.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tobo's solution](#)

2479.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Tobo's solution](#)

2480.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tobo's solution](#)

2481.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tobo's solution](#)

2482.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Tobo's solution](#)

2483.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Tobo's solution](#)

2484.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Tobo's solution](#)

2485.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Tobo's solution](#)

2486.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[Tobo's solution](#)

2487.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Tobo's solution](#)

2488.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Tobo's solution](#)

2489.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Tobo's solution](#)

2490.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures,

dsu, graphs, sortings

[Tobo's solution](#)

2491.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

2492.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[Tobo's solution](#)

2493.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

2494.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Tobo's solution](#)

2495.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[Tobo's solution](#)

2496.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[Tobo's solution](#)

2497.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Tobo's solution](#)

2498.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Tobo's solution](#)

2499.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Tobo's solution](#)

2500.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Tobo's solution](#)

2501.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[Tobo's solution](#)

2502.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry

[Tobo's solution](#)

2503.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Tobo's solution](#)

2504.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[Tobo's solution](#)

2505.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Tobo's solution](#)

2506.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[Tobo's solution](#)

2507.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Tobo's solution](#)

2508.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[Tobo's solution](#)

2509.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Tobo's solution](#)

2510.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Tobo's solution](#)

2511.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Tobo's solution](#)

2512.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Tobo's solution](#)

2513.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Tobo's solution](#)

2514.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[Tobo's solution](#)

2515.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

2516.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Tobo's solution](#)

2517.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Tobo's solution](#)

2518.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[Tobo's solution](#)

2519.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[Tobo's solution](#)

2520.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Tobo's solution](#)

2521.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Tobo's solution](#)

2522.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Tobo's solution](#)

2523.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Tobo's solution](#)

2524.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Tobo's solution](#)

2525.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Tobo's solution](#)

2526.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Tobo's solution](#)

2527.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Tobo's solution](#)

2528.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

2529.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Tobo's solution](#)

2530.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

2531.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Tobo's solution](#)

2532.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Tobo's solution](#)

2533.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[Tobo's solution](#)

2534.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[Tobo's solution](#)

2535.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Tobo's solution](#)

2536.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Tobo's solution](#)

2537.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Tobo's solution](#)

2538.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Tobo's solution](#)

2539.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tobo's solution](#)

2540.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[Tobo's solution](#)

2541.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Tobo's solution](#)

2542.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[Tobo's solution](#)

2543.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Tobo's solution](#)

2544.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Tobo's solution](#)

2545.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Tobo's solution](#)

2546.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[Tobo's solution](#)

2547.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math

[Tobo's solution](#)

2548.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

2549.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[Tobo's solution](#)

2550.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Tobo's solution](#)

2551.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[Tobo's solution](#)

2552.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tobo's solution](#)

2553.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Tobo's solution](#)

2554.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Tobo's solution](#)

2555.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, flows, greedy

[Tobo's solution](#)

2556.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Tobo's solution](#)

2557.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, trees

[Tobo's solution](#)

2558.

1951I

[Growing Trees](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3200 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, flows, graphs, greedy

[Tobo's solution](#)

2559.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[Tobo's solution](#)

2560.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Tobo's solution](#)

2561.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Tobo's solution](#)

2562.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Tobo's solution](#)

2563.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[Tobo's solution](#)

2564.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Tobo's solution](#)

2565.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

2566.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tobo's solution](#)

2567.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

2568.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Tobo's solution](#)

2569.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Tobo's solution](#)

2570.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Tobo's solution](#)

2571.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry

[Tobo's solution](#)

2572.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[Tobo's solution](#)

2573.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Tobo's solution](#)

2574.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[Tobo's solution](#)

2575.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tobo's solution](#)

2576.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Tobo's solution](#)

2577.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Tobo's solution](#)

2578.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Tobo's solution](#)

2579.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Tobo's solution](#)

2580.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tobo's solution](#)

2581.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing

[Tobo's solution](#)

2582.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Tobo's solution](#)

2583.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Tobo's solution](#)

2584.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Tobo's solution](#)

2585.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

2586.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

2587.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[Tobo's solution](#)

2588.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Tobo's solution](#)

2589.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Tobo's solution](#)

2590.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[Tobo's solution](#)

2591.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-12 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Tobo's solution](#)

2592.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-01-19 · last AC: 2024-04-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Tobo's solution](#)

2593.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[Tobo's solution](#)

2594.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[Tobo's solution](#)

2595.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math

[Tobo's solution](#)

2596.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tobo's solution](#)

2597.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Tobo's solution](#)

2598.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Tobo's solution](#)

2599.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[Tobo's solution](#)

2600.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[Tobo's solution](#)

2601.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[Tobo's solution](#)

2602.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[Tobo's solution](#)

2603.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Tobo's solution](#)

2604.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[Tobo's solution](#)

2605.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Tobo's solution](#)

2606.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Tobo's solution](#)

2607.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Tobo's solution](#)

2608.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Tobo's solution](#)

2609.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Tobo's solution](#)

2610.

106114E

[Ecosystem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2611.

106114F

[SYSU II](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2612.

106114I

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2613.

106114A

[Abacus](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2614.

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2615.

106252M

[The End?](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2616.

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2617.

105999B

[Big Mod](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2618.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[Tobo's solution](#)

2619.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Tobo's solution](#)

2620.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[Tobo's solution](#)

2621.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[Tobo's solution](#)

2622.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2623.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2624.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2625.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2626.

106049H

[Cool Operations](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2627.

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2628.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2629.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · last AC: 2025-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

2630.

106014F

[Equal Node Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2631.

105992E

[Djangle v. Tepca-Óg.](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2632.

105992C

[Tobo's solution](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2633.

105992A

[Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2634.

105977F

[Tobo's solution](#)

Rating: — · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2635.

105949E

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

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2636.

105161H

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Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2637.

105161K

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Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2638.

105161J

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[Tobo's solution](#)

2639.

105161I

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Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2640.

105161E

[Divide](#) · [Tutorial](#)

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[Tobo's solution](#)

2641.

105161G

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Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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2642.

105161F

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Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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2643.

105887I

[Tob@orial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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2644.

105887G

[LCA l& MST](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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2645.

105883D

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Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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2646.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2647.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2648.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2649.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2650.

105851F

[Phonetic](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2651.

105851K

[g Tuobah](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2652.

105851J

[Vũ Đình](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2653.

105851D

[g TñQIQyVQH](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2654.

105851H

[LinkNtwor](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2655.

105851I

[g \ LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2656.

105851E

[^ • nWAP](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2657.

105851G

[Spoke](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2658.

105851C

[x Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2659.

105851A

[R - do not!](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2660.

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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2661.

105833I

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

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2662.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2663.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2664.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2665.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2666.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

2667.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2668.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2669.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2670.

103102I

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

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2671.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2672.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2673.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2674.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2675.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2676.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2677.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2678.

103627K

[Fake Plastic Trees 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2679.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, fft, math

[Tobo's solution](#)

2680.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special

[Tobo's solution](#)

2681.

2095F

[IS Cæb 0B \\$abICVD](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, math

[Tobo's solution](#)

2682.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, expression parsing, number theory

[Tobo's solution](#)

2683.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, binary search, brute force

[Tobo's solution](#)

2684.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[Tobo's solution](#)

2685.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[Tobo's solution](#)

2686.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory

[Tobo's solution](#)

2687.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[Tobo's solution](#)

2688.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[Tobo's solution](#)

2689.

105791H

[Homo Programmius](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2690.

105791C

[Coconuts](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2691.

105791I

[Intense Duel](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2692.

105791F

[Four is too much](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2693.

105791M

[Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2694.

105791B

[Beautiful Handsome's Canteen](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2695.

105791J

[Judge Fail](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2696.

105791G

[Grisi Maps](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2697.

105791D

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2698.

105791E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2699.

105791L

[Legendary Paper Cup](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2700.

105791K

[Known Issue](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2701.

105791A

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2702.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2703.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2704.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2705.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2706.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2707.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2708.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2709.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2710.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: —

[Tobo's solution](#)

2711.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2712.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Tobo's solution](#)

2713.

105728E

[The Deadly Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2714.

105728N

[The Trap of Four Corners](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · last AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2715.

105728A

[Squid Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2716.

105728M

[The Maximum MEX Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2717.

105728F

[The Glass Bridge Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2718.

105728D

[The Marble Duel](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2719.

105728H

[The Revolving Death Clock](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: —

[Tobo's solution](#)

2720.

105728L

[Player 001](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2721.

105728G

[The Totient Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: —

[Tobo's solution](#)

2722.

105728J

[The Guards' Challenge - Easy Version](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2723.

105728I

[The Binary Escape Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2724.

105728C

[Dalgona Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: —

[Tobo's solution](#)

2725.

105728P

[The Masked Guards' Line-Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

2726.

105723D

[Strong Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2727.

105723A

[Max-Min Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2728.

105723F

[Rotating Painter](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2729.

105723H

[Flip to Zero](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2730.

105723G

[GCD and LCM in Perfect Sync](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2731.

105723B

[The Absolute MEX Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2732.

105723K

[Primal Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2733.

105723C

[Palindromic Palindrome Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2734.

105723E

[Aloy and the Forbidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2735.

105723I

[The Art of Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2736.

105687A

[Penalty Kick](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2737.

105687C

[Fat Burner II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2738.

105687D

[Matchmaker](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2739.

105687B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2740.

105666C

[Not-So-Long Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2741.

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2742.

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2743.

105673B

[Step Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2744.

105673D

[Fat Burner](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2745.

105673C

[Biggest Field \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2746.

105673A

[Biggest Field](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2747.

105672E

[Classical Interactive Training](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2748.

105672F

[Good Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2749.

105672C2

[Cool Construction \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2750.

105672D1

[Minimum with Left Shift \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2751.

105672D2

[Minimum with Left Shift \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2752.

105672C1

[Cool Construction \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2753.

105672B

[Dumb OwlBear](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2754.

105672A

[Minecraft Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2755.

105669C2

[Cycles \(Difficult\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2756.

105669C1

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

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2757.

105669D2

[Sweets \(Difficult\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2758.

105669D1

[Sweets \(medium\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2759.

105669E

[Introverted Dinner](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2760.

105669B

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

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2761.

105669F

[Secret Santa](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2762.

105669I

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2763.

105668F

[AAB !” BAA](#)[Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2764.

105668E

[Missing Number Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2765.

105668D

[Scoreboard Screenshots](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2766.

105668C

[Traveling Salesman Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2767.

105668B

[M\(IT\)+](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2768.

105668A

[MIT Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2769.

105631G

[General Checksum Calculation](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2770.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2771.

105646H

[Weather Forecast](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2772.

105646A

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

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2773.

105646D

[Xor Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2774.

105646C

[Radars](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · PyPy 3 (first AC) · Tags: —

[Tobo's solution](#)

2775.

105617K

[Petya's Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2776.

105644A

[And Xor Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2777.

105644F

[Five Letter Warning](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2778.

105644G

[Gridlandia](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2779.

105644I

[Julienne the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2780.

105617C

[Intermediate Verticality](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2781.

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · last AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2782.

105617B

[Two-Story Advent Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2783.

105617J

[Nightmare Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2784.

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2785.

105617I

[Prank](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · PyPy 3 (first AC) · Tags: —

[Tobo's solution](#)

2786.

105617G

[M-11 Highway](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · PyPy 3-64 (first AC) · Tags: —

[Tobo's solution](#)

2787.

105617L

[Two Scooters](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · PyPy 3 (first AC) · Tags: —

[Tobo's solution](#)

2788.

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · PyPy 3 (first AC) · Tags: —

[Tobo's solution](#)

2789.

105173F

[Factor](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2790.

105173M

[House](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2791.

105173L

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

Rating: — · first AC: 2024-12-31 · PyPy 3-64 (first AC) · Tags: —

[Tobo's solution](#)

2792.

105173E

[Checksum](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · PyPy 3-64 (first AC) · Tags: —

[Tobo's solution](#)

2793.

105173D

[nIM gAME](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · PyPy 3-64 (first AC) · Tags: —

[Tobo's solution](#)

2794.

105173J

[Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · PyPy 3-64 (first AC) · Tags: —

[Tobo's solution](#)

2795.

105173A

[Paper Watering](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2796.

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · PyPy 3 (first AC) · Tags: —

[Tobo's solution](#)

2797.

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · PyPy 3 (first AC) · Tags: —

[Tobo's solution](#)

2798.

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · PyPy 3 (first AC) · Tags: —

[Tobo's solution](#)

2799.

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · PyPy 3 (first AC) · Tags: —

[Tobo's solution](#)

2800.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2801.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2802.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2803.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2804.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2805.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2806.

105632K

[Brotato](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2807.

105632G

[Same Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2808.

105622G

[Crown](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2809.

105622F

[Mirror II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2810.

105622E

[Mirror I](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2811.

105622D

[Cow the Tree Nerd](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2812.

105622C

[Painting a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2813.

105622B

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2814.

105622A

[Cyclic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2815.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2816.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2817.

105588M

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

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2818.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2819.

105578G

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

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2820.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2821.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2822.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2823.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2824.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2825.

105580C

[Mosaic](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2826.

105580B

[Producer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2827.

105580A

[Forks](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2828.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2829.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2830.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2831.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2832.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2833.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2834.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2835.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2836.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2837.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2838.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2839.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2840.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2841.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2842.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2843.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2844.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2845.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2846.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2847.

105491B

[K Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2848.

105491A

[Niimmm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2849.

105487I

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

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2850.

105487B

[Aho-Corasick Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2851.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2852.

104172L

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

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2853.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2854.

105481K

[Sift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2855.

105481L

[Y Tunka N`](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2856.

105481G

[~Tupéa!](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2857.

105481J

[~Óupín!](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2858.

105481E

[OÄtofer™](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2859.

105481D

[•yusäso](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2860.

105481C

[cÖctN2ET](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2861.

105481B

[kÖRong/](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2862.

105481A

[rINtWQx](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2863.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2864.

102412F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2865.

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2866.

104460D

[Pick Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2867.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2868.

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2869.

104460I

[Unrooted Trie](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2870.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2871.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2872.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2873.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2874.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2875.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2876.

105459E

[Marble Race](#) · [Tutorial](#)

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2877.

105461H

[Zürich Trams](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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2878.

105461L

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Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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2879.

105461F

[Autobahn Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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2880.

105461E

[Lighting the Street](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2881.

105461C

[Concert Lineup](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2882.

105434J

[p4606NP](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2883.

105434E

[HoMaCoMoHa!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2884.

105434G

[Mobiuspv, Tgrh](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2885.

105434I

[n7&e](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2886.

105434K

[agKc N Yt 3u\)W\(Ž«T](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2887.

105434H

[r6\[Pt@a](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2888.

105434D

[€jYhNiaf](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2889.

105434C

[LCT](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2890.

105434B

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2891.

105434A

[O'Yy HWCWher](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2892.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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2893.

102916C

[Cyclically Shifted Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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2894.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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2895.

102916M

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

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2896.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2897.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2898.

105423B

[HolyK's Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2899.

105423D

[Too much noise!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2900.

105423E

[bitch N2](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2901.

105423C

[easy math](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: —
[Tobo's solution](#)

2902.

105423H

[Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2903.

105423I

[epic math](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2904.

105423J

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

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2905.

105423K

[Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2906.

105418H

[AI Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2907.

105418A

[Phoenix Against the Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2908.

105418G

[Odd Non Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2909.

105418E

[Magical Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2910.

105418D

[Harsh and profits](#) · [Tutorial](#)

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[Tobo's solution](#)

2911.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2912.

103261A

[Um nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2913.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

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2914.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

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2915.

104128G

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2916.

104128I

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

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2917.

104128B

[Ropeway](#) · [Tutorial](#)

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2918.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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2919.

105385M

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

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2920.

105386C

[Stop the Castle 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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2921.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

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2922.

105386M

[Italian Cuisine](#) · [Tutorial](#)

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[Tobo's solution](#)

2923.

105386F

[Collect the Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2924.

105386K

[Permutation](#) · [Tutorial](#)

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[Tobo's solution](#)

2925.

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2926.

105386H

[Subarray](#) · [Tutorial](#)

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2927.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

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[Tobo's solution](#)

2928.

104172K

[Maximum GCD](#) · [Tutorial](#)

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[Tobo's solution](#)

2929.

105214D

[Division 3 Polyglot](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2930.

104355J

[Y'a R'k"i"](#)

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[Tobo's solution](#)

2931.

104355O

[BSRorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2932.

104355K

[f%sin=N](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

2933.

104355G

[Tobon](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2934.

104355N

[Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2935.

104355M

[e'slip](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2936.

104355H

[W4n8b](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2937.

105358H

[Points Selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2938.

103855I

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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2939.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2940.

105112L

[Lateral Damage](#) · [Tutorial](#)

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2941.

105112K

[Klompdands](#) · [Tutorial](#)

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2942.

105176J

[g TUNWw6Y4v,,f'i](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

2943.

105176M

[u Tn8d](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2944.

105176N

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2945.

1051760

[Tutorial](#)

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2946.

102268D

[Dates](#) · [Tutorial](#)

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2947.

103329H

[Command and Conquer: Red Alert 2](#) · [Tutorial](#)

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2948.

103329J

[Game](#) · [Tutorial](#)

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2949.

103492H

[Subpermutation](#) · [Tutorial](#)

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2950.

105336A

[Q & A](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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2951.

103492K

[Jumping Monkey](#) · [Tutorial](#)

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2952.

103492J

[Bigraph Extension](#) · [Tutorial](#)

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2953.

103492I

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Rating: — · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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2954.

103492E

[Monopoly](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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2955.

103492B

[Kanade Doesn't Want to Learn CG](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

2956.

103492F

[Nun Heh Heh Aaaaaaaaaaaa](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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2957.

103492D

[Primality Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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2958.

105322B

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2959.

105322C

[Genshin Impact](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2960.

105322E

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2961.

105322F

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2962.

105322D

[Iwanna](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tobo's solution](#)

2963.

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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2964.

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2965.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2966.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2967.

105316H

[One Punch MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2968.

105316D

[Switching To Windows](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2969.

105316A

[Rajae in the Kitchen](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2970.

105316L

[BBS Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2971.

105316C

[Hungry Horse](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2972.

105316E

[Zero Hour](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2973.

105316I

[Nested Circles](#) · [Tutorial](#)

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2974.

105316F

[Legend Whispers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2975.

105316G

[Intersection Not Allowed](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2976.

105316B

[Omar's Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2977.

105316J

[Epic Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2978.

105316K

[Marks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2979.

105316M

[ACPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2980.

105297K

[Grabbing plush](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2981.

105297E

[Energy crisis](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2982.

105297B

[Chopping Down Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2983.

105297F

[Carbon Neutral](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2984.

105297D

[A is for Apple](#) · [Tutorial](#)

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[Tobo's solution](#)

2985.

105297C

[Road Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2986.

105297H

[Traffic light](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2987.

105297G

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2988.

105297A

[Nauryz](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2989.

105297J

[Acarajé](#) · [Tutorial](#)

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2990.

105297I

[From Baikonur to Mars](#) · [Tutorial](#)

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2991.

103480H

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Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2992.

103480G

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Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2993.

103480C

[•-Tw,SA\[W•iSă](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2994.

103480D

[•IRTYDNK•n](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2995.

103480F

[g QIMOž#fò](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2996.

103480E

[q\[tegrhP<](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

2997.

103480M

[P Y T\[prw,,eY<ò](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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2998.

103480J

[kÄpmQäQöN°](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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2999.

103480I

[Yin-Yang](#) · [U1KLUJ](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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3000.

103480K

[Kitten](#) · [R0gm^ Y'](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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3001.

103480L

[Ayanoto SD](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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3002.

103480B

[7 v](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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3003.

103480A

[%&tojal](#) · [N !a](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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3004.

105239G

[Butterball on a Diet](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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3005.

105239F

[Large Tiling With Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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3006.

105239A

[1-Stable Sequence by Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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3007.

105239C

[Colored Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3008.

105239B

[Let Us Assemble a Portfolio Together](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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3009.

105239E

[Rain](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3010.

105239D

[Da Hong Pao](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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3011.

105239H

[These Piles of Stones Again!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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3012.

105239I

[Path And k Vertices](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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3013.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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3014.

102984F

[Rhythm Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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3015.

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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3016.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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3017.

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3018.

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3019.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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3020.

105276B

[Binary Bracket](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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3021.

105276K

[Keep Them Stacked](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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3022.

105276G

[GPT Intrusion](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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3023.

105276E

[Enthusiast of Algorithms](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3024.

105276C

[Cross Across the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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3025.

105276A

[Always Right](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3026.

105242I

[Minimum XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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3027.

105242F

[Queries on Distincts](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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3028.

105242E

[Replace with MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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3029.

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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3030.

105262E

[Tim Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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3031.

105262L

[Growing Letters](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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3032.

105262A

[The Problems Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3033.

105262C

[The Rectangular City](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3034.

105262G

[Symmetric Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3035.

105262D

[The FFT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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3036.

105262H

[Hot Cappuccino](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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3037.

105262F

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

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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3038.

105262K

[The Red Tomato](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3039.

105262I

[The Vampire Partner](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3040.

105262B

[Re-Indexing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3041.

105262J

[Just One More Bro, I Swear](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · PyPy 3 (first AC) · Tags: —
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3042.

105262M

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

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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3043.

105244F

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3044.

105244D

[A Giraffe Travels and Munches](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3045.

105244C

[Space Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3046.

105244H

[Subsequence With Specified Differences](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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3047.

105244I

[Sum of Path Lengths](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3048.

105244B

[Choosing a Vertex To Remove](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3049.

105231F

[The Ropeways](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3050.

105231E

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

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3051.

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3052.

105231I

[Neuville Circling](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3053.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3054.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3055.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3056.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3057.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3058.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3059.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3060.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3061.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3062.

103104K

[Chtholly and World-End Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3063.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3064.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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3065.

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3066.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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3067.

105163G

[Grey-like Code](#) · [Tutorial](#)

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3068.

105163F

[Photography](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3069.

105163C

[Monster Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3070.

105163L

[Badminton](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3071.

105163J

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3072.

105163D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3073.

105163K

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3074.

105163I

[This is an easy problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3075.

105163B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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3076.

104869A

[Intro: Dawn of a New Era](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3077.

103371L

[Utilitarianism 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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3078.

105158I

[3780AQ TOEW&N2](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3079.

105158G

[bk-Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3080.

105158D

[•YyNkkÔ](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3081.

105158C

[N-NCEuÂN_‰•bSkÔ•\[](#)

Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Tobo's solution](#)

3082.

105158A

[Once In My Life](#) · [Tutorial](#)

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3083.

105158H

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Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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3084.

105158L

[Toxel N PCPC-III](#)[Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Tobo's solution](#)

3085.

105158J

[c'RNNlep](#)

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[Tobo's solution](#)

3086.

105158K

[h Ntôfal](#)

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3087.

105158B

[bk-Tutorial](#)

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[Tobo's solution](#)

3088.

105158F

[OTYAW&N2](#)

Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3089.

105158M

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Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3090.

104880G

[wōpēm\[ù](#)

Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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3091.

102798F

[Skeleton Dynamization](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3092.

102798K

[Tree Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3093.

102798E

[So Many Possibilities...](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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3094.

102798J

[Steins;Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3095.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3096.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3097.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3098.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3099.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3100.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3101.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3102.

104459J

[Triangle City](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3103.

104459G

[Heap](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3104.

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3105.

104459K

[Happy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3106.

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3107.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3108.

104459I

[Connected Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3109.

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3110.

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3111.

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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3112.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3113.

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3114.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3115.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3116.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3117.

105139C

[Lili Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3118.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3119.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3120.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3121.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3122.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3123.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3124.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3125.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3126.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3127.

105139I

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3128.

105139D

[MACARON Likes Happy Endings](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3129.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3130.

105139F

[Enchanted](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3131.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3132.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3133.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3134.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3135.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3136.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3137.

105137E

[Good Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3138.

105137A

[Good Target](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3139.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3140.

105104H

[HNOI2010](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3141.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3142.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3143.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3144.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3145.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3146.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3147.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3148.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3149.

105104E

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3150.

105104G

[Grading Papers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3151.

105104D

[\\$\text{DAY}^{\wedge\{-1\}}\\$](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3152.

105104I

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3153.

105104F

[4 Rectangles and 1 Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3154.

105104C

[Calculation of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3155.

105104B

[Bigger, Bigger, Bigger](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3156.

105104K

[Kitchen](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3157.

105104A

[Average of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3158.

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3159.

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3160.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3161.

102822E

[Escape from the Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3162.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3163.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3164.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3165.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3166.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3167.

103964I

[Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3168.

103811A

[Allowance Exhaustion](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3169.

104257G

[Go Go GPA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3170.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3171.

103811F

[Furthest Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3172.

103371K

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

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3173.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3174.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3175.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3176.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3177.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3178.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3179.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3180.

103371C

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

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3181.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3182.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3183.

105069M

[qÓ.rn8b ý easy versioný](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3184.

105069N

[qÓ.rn8b ý hard versioný](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3185.

105069J

[Y'QtWag\(](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3186.

105069I

[Y'RouYG-ù](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3187.

105069B

[rainy hard version](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3188.

105069A

[rainy easy version](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3189.

105069H

[bSutma](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3190.

104787E

[Coloring Tape](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3191.

1050690

[•ôUNsJ%•vø{](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3192.

105069F

[NXIÖN R IÖ](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3193.

105069G

[-dIÖN SÖj!](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3194.

105069E

[NÖvjap-Ä](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3195.

105069C

[There are many books and books](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3196.

105069D

[We need more and more OR numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tobo's solution](#)

3197.

104787B

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

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3198.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3199.

102354A

[Square Root Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tobo's solution](#)

3200.

102354H

[Defying Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3201.

102354J

[Tree Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3202.

102354B

[Yet Another Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3203.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3204.

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3205.

103914I

[Equivalence in Connectivity](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3206.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3207.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3208.

105053F

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

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3209.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3210.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3211.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3212.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3213.

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3214.

104345M

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

Rating: — · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3215.

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3216.

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3217.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3218.

104782M

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3219.

104782F

[Suceava](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3220.

105009L

[Modulo Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3221.

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3222.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3223.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3224.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3225.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3226.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3227.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3228.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3229.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3230.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3231.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3232.

103914F

[Longest Common Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3233.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3234.

105028D

[Tree Merger](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3235.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3236.

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3237.

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3238.

104821E

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

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3239.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3240.

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3241.

104976K

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3242.

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, games

[Tobo's solution](#)

3243.

104869B

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

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3244.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3245.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3246.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3247.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3248.

104925G

[LCA Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3249.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3250.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, two pointers

[Tobo's solution](#)

3251.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[Tobo's solution](#)

3252.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3253.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3254.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3255.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3256.

104385F

[Cities](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3257.

104385D

[Stack Out](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3258.

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3259.

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3260.

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3261.

104385B

[Wonderful Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3262.

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3263.

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3264.

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3265.

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3266.

104828C

[Điểm Q@Vp](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3267.

104828D

[SZ](#) [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3268.

104828H

[Điểm R Rr](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3269.

104828A

[Điểm AN](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3270.

104828L

[Điểm](#) [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3271.

104828M

[Điểm k+k](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3272.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3273.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3274.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3275.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3276.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3277.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3278.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3279.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3280.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3281.

104857L

[Information Spread](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3282.

104857K

[Campus Partition](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3283.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3284.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3285.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3286.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3287.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3288.

104857C

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

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3289.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3290.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3291.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3292.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3293.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3294.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3295.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3296.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3297.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3298.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3299.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3300.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3301.

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3302.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3303.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3304.

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3305.

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3306.

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3307.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3308.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3309.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3310.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3311.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3312.

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3313.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3314.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3315.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3316.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3317.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3318.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

3319.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

3320.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

3321.

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

3322.

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

3323.

102059J

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

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

3324.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

3325.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

3326.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

3327.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

3328.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[Tobo's solution](#)

3329.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3330.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3331.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3332.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3333.

103652F

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

Rating: — · first AC: 2023-12-24 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3334.

103652D

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3335.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3336.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · last AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3337.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3338.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3339.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · last AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3340.

104880F

[pkgothof](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3341.

104880E

[Serval v.](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3342.

104880D

[eakoni](#) · [KkL](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3343.

104880C

[T'itupal](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3344.

104880B

[kōnōtag](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3345.

104880A

[Well Rested](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3346.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Tobo's solution](#)

3347.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Tobo's solution](#)

3348.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[Tobo's solution](#)

3349.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Tobo's solution](#)

3350.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Tobo's solution](#)

3351.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[Tobo's solution](#)

3352.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Tobo's solution](#)

3353.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Tobo's solution](#)

3354.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Tobo's solution](#)

3355.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[Tobo's solution](#)

3356.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Tobo's solution](#)

3357.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Tobo's solution](#)

3358.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Tobo's solution](#)

3359.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Tobo's solution](#)

3360.

104854A

[Arthur The Ant](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3361.

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3362.

104854C

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3363.

104854E

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

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3364.

104854B

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

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3365.

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3366.

104854G

[Guess Gauss](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3367.

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3368.

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3369.

104855D

[Colorful Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3370.

104855C

[Hungry Shark](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3371.

104855B

[Yugandhar's Letter for Diya](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3372.

104855A

[GCD,LCM and AVG](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3373.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3374.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3375.

104832I

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

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3376.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3377.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3378.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3379.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3380.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3381.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3382.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3383.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3384.

101821E

[Guess Me If You Can](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3385.

104282J

[Disjoint-Set-Union Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3386.

104282I

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3387.

104282H

[Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3388.

104282M

[Jiubei and Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3389.

104282L

[Auto Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3390.

104282F

[Crazy Thursday, V me 50!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3391.

104282E

[XOR on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3392.

104282D

[Add 9 Zeros !a](#)[Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3393.

104282C

[Genshin Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3394.

104282B

[Emoji Master BSQ](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3395.

104282A

[Zawei The Rock](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3396.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3397.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3398.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3399.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3400.

104772D

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

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3401.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3402.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3403.

104745F

[Harry Potter in CMS](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3404.

104745E

[Looking for palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3405.

104745D

[jbum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3406.

104745C

[Maximum profit](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3407.

104745B

[Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3408.

104745A

[Saving the cinema](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3409.

104802C

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3410.

104802F

[Nafis and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3411.

104802E

[Anuj's Longest Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3412.

104802D

[Rudraksh's Sleepiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3413.

104802B

[Snowy Bus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3414.

104802A

[Submission Bait](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3415.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3416.

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3417.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3418.

103535F

[Link with Grenade](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3419.

103535C

[Fall with Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3420.

103535G

[Link with Limit](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3421.

103535E

[Link with EQ](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3422.

103535L

[Yiwen with Sgc](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3423.

103535J

[Smzzl with Tropical Taste](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3424.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3425.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3426.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3427.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3428.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3429.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3430.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3431.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3432.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3433.

103443D

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

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3434.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3435.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3436.

103446J

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

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3437.

104743B

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

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3438.

104743A

[Make All Elements 0](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3439.

104728A

[ESUvjaR IÖNXIÖ<i{—~](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3440.

104725B

[~EqNkl'](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3441.

104725D

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Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3442.

104725H

[\[Wq&N2n8b](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3443.

104725G

[l37puf*Sih,\[üb](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3444.

104725F

[g T^N SG\[P^•R](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3445.

104725L

[Qlbt n8b](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3446.

104725A

[u7244ia\]eQ•N](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3447.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3448.

104611E

[ytree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3449.

104611J

[radius](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3450.

104611K

[kōnri](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3451.

104611B

[square game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3452.

104611F

[wōnri](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3453.

104611A

[Autōri](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3454.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3455.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3456.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3457.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3458.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3459.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3460.

102394G

[Game Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3461.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3462.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3463.

104683D

[Sum and Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3464.

104683F2

[Maximum Flow in DIV3?\(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3465.

104683F1

[Maximum Flow in DIV3?\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3466.

104683E

[L-shaped Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3467.

104683C

[Yet Another \$\div 2\$ or \$+1\$ Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3468.

104683B

[Left or Right Shift](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3469.

104683A

[Banis and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3470.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3471.

103428H

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3472.

103428M

[810975](#) · [Tutorial](#)

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3473.

102992I

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Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3474.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

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3475.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

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3476.

102992H

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3477.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

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3478.

102992M

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3479.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3480.

102992L

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Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3481.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3482.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3483.

104008J

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

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3484.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3485.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3486.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3487.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3488.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3489.

102832D

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

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3490.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3491.

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3492.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3493.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3494.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3495.

103409D

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

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3496.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3497.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3498.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3499.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3500.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3501.

104639B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3502.

102979L

[Lights On The Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3503.

102391K

[Wind of Change](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3504.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tobo's solution](#)

3505.

104639H

[Range Periodicity Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tobo's solution](#)

3506.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3507.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3508.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3509.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3510.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3511.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3512.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3513.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3514.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3515.

102979E

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3516.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3517.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3518.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3519.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3520.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3521.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3522.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3523.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3524.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3525.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3526.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3527.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3528.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3529.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3530.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3531.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3532.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3533.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3534.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3535.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3536.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3537.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3538.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3539.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3540.

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3541.

104570A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3542.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3543.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3544.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3545.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3546.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3547.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3548.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3549.

104197G

[Graph Problem With Small \\$n\\$](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3550.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3551.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3552.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3553.

104542F

[Interesting String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3554.

104542C

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

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3555.

104542E

[Interesting Alternating Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3556.

104542D

[Interesting Snake Queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3557.

104542B

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

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3558.

104542A

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

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3559.

104467B

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

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3560.

104467C

[Carpark](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3561.

104467E

[Exclusive-or Merging](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3562.

104467D

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3563.

104467J

[Just Another FFT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3564.

104467I

[I want to buy games!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3565.

104467L

[Linear Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3566.

104467K

[Karaoke](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3567.

104467G

[Great Plummet](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3568.

104467A

[Advertere Augmento](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3569.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3570.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3571.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3572.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3573.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3574.

102576I

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

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3575.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3576.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3577.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3578.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3579.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3580.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3581.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3582.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3583.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3584.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3585.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3586.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3587.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3588.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3589.

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3590.

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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3591.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3592.

104270D

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

Rating: — · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3593.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3594.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3595.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3596.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3597.

104270M

[Function and Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3598.

104345H

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

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3599.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3600.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3601.

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3602.

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3603.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3604.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3605.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3606.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3607.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3608.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3609.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3610.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3611.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3612.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3613.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3614.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3615.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3616.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3617.

104417K

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

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3618.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3619.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3620.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3621.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3622.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3623.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3624.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3625.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3626.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3627.

103185B

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

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3628.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3629.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3630.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3631.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3632.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3633.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3634.

103176F

[Find the Base](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3635.

103176B

[Blokus Duo](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3636.

103176D

[Drawing Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3637.

103176I

[Ice-cream Sampler](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3638.

103176J

[Just A \\$10 Note](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3639.

103176E

[Eat More](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3640.

103176C

[camelCaseCounting](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3641.

103176L

[LRTB and TBRL](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3642.

103176A

[A Billionaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3643.

103176K

[Kth number in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3644.

103176H

[Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3645.

103176G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3646.

104414A

[YCbCr](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3647.

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3648.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3649.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3650.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3651.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3652.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3653.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3654.

102222M

[Acyclic Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3655.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3656.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3657.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3658.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3659.

104396K

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

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3660.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3661.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3662.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3663.

104396J

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

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3664.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3665.

104375F

[Finding the Best Guess](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3666.

104375C

[Counting Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3667.

104375K

[Kingdom Power C.](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3668.

104375H

[Hell or paradise?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3669.

104375I

[Improving Chewing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3670.

104375E

[Employees Bonus](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3671.

104375G

[Growing game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3672.

104375J

[Jumping Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3673.

104375D

[Dynamic Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3674.

104375B

[Bucket storing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3675.

104375A

[Aliases](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3676.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3677.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3678.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3679.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3680.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3681.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3682.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3683.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3684.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3685.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3686.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3687.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3688.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3689.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3690.

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3691.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3692.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3693.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3694.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3695.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3696.

104068B

[g YtPa](#)

Rating: — · first AC: 2023-02-19 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3697.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · Python 2 (first AC) · Tags: —

[Tobo's solution](#)

3698.

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3699.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3700.

102803D

[Death by Thousand Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3701.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3702.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3703.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3704.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3705.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3706.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3707.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3708.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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3709.

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3710.

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3711.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3712.

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3713.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3714.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · last AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3715.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3716.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3717.

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3718.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3719.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3720.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3721.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3722.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3723.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3724.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3725.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3726.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3727.

103688A

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

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3728.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3729.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3730.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3731.

102082H

[Four-Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3732.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3733.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3734.

103486F

[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3735.

103486I

[Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3736.

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3737.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3738.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3739.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3740.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3741.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3742.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3743.

103486B

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

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3744.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3745.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3746.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3747.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3748.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3749.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3750.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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3751.

104120H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3752.

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3753.

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3754.

104120J

[Joyful City](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3755.

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3756.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3757.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3758.

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3759.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3760.

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3761.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3762.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3763.

104114I

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

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3764.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3765.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3766.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3767.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3768.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3769.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3770.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3771.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3772.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3773.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3774.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3775.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3776.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3777.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

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3778.

104095J

[NEURON 0 ^se^TC](#)

Rating: — · first AC: 2023-01-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3779.

104095B

[^Tubing](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3780.

104095I

[Y*3opp](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3781.

104095E

[Sñova](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3782.

104095C

[bTutorle°-Æ~Ó•è-](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3783.

104095A

[siYôza](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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3784.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3785.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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3786.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3787.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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3788.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3789.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3790.

104081G

[c'TubSSa](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3791.

104081L

[Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3792.

104081E

[Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3793.

104081H

[Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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3794.

104081A

[Tutorial](#)

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3795.

104081C

[Tutorial](#)

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3796.

104081I

[Tutorial](#)

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3797.

103469A

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Rating: — · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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3798.

104068C

[\ I4smv.. Codeforces Rating](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3799.

104068A

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Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tobo's solution](#)

3800.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3801.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3802.

104059C

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

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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3803.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tobo's solution](#)

3804.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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3805.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3806.

103941K

[Y Tu Que](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3807.

103941B

[Hash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3808.

103941J

[Mex Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3809.

103941H

[eEmita](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3810.

103941G

[Mocha N Msiaf](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3811.

103941F

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Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tobo's solution](#)

3812.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

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3813.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

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3814.

103428J

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3815.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

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[Tobo's solution](#)

3816.

104008M

[Youth Finale](#) · [Tutorial](#)

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3817.

104008A

[Lily](#) · [Tutorial](#)

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