

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

<https://cfelitetracker.vercel.app>

Unique solved — Treks

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

Sort: Problem rating · easier first

Filters: none

Count: 1,014

1.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

2.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Treks's solution](#)

3.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,759 global accepts · Rating: 800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

4.

2218C

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

Quality: 26,404 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Treks's solution](#)

5.

2218B

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

Quality: 33,652 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Treks's solution](#)

6.

2218A

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

Quality: 34,890 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, math

[Treks's solution](#)

7.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

8.

2211A

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

Quality: 16,066 global accepts · Rating: 800 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Treks's solution](#)

9.

2210A

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

Quality: 22,228 global accepts · Rating: 800 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Treks's solution](#)

10.

1899A

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

Quality: 92,738 global accepts · Rating: 800 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Treks's solution](#)

11.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,492 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Treks's solution](#)

12.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,538 global accepts · Rating: 800 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Treks's solution](#)

13.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Treks's solution](#)

14.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,219 global accepts · Rating: 800 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Treks's solution](#)

15.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

16.

2205B

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

Quality: 16,167 global accepts · Rating: 800 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Treks's solution](#)

17.

2205A

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

Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Treks's solution](#)

18.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,462 global accepts · Rating: 800 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[Treks's solution](#)

19.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,116 global accepts · Rating: 800 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Treks's solution](#)

20.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,981 global accepts · Rating: 800 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

21.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Treks's solution](#)

22.

2192A

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

Quality: 17,907 global accepts · Rating: 800 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Treks's solution](#)

23.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,349 global accepts · Rating: 800 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

24.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,984 global accepts · Rating: 800 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Treks's solution](#)

25.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,445 global accepts · Rating: 800 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Treks's solution](#)

26.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,855 global accepts · Rating: 800 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[Treks's solution](#)

27.

2188A

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

Quality: 25,905 global accepts · Rating: 800 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Treks's solution](#)

28.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,832 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Treks's solution](#)

29.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Treks's solution](#)

30.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,689 global accepts · Rating: 800 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

31.

2193B

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

Quality: 30,114 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Treks's solution](#)

32.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,648 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Treks's solution](#)

33.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Treks's solution](#)

34.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,699 global accepts · Rating: 800 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Treks's solution](#)

35.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,078 global accepts · Rating: 800 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Treks's solution](#)

36.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,778 global accepts · Rating: 800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Treks's solution](#)

37.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,081 global accepts · Rating: 800 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

38.

2183A

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

Quality: 23,667 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[Treks's solution](#)

39.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,392 global accepts · Rating: 800 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Treks's solution](#)

40.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Treks's solution](#)

41.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,439 global accepts · Rating: 800 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Treks's solution](#)

42.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Treks's solution](#)

43.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Treks's solution](#)

44.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[Treks's solution](#)

45.

2179A

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

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[Treks's solution](#)

46.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,575 global accepts · Rating: 800 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Treks's solution](#)

47.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[Treks's solution](#)

48.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[Treks's solution](#)

49.

2176A

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

Quality: 29,069 global accepts · Rating: 800 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Treks's solution](#)

50.

1234A

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

Quality: 29,553 global accepts · Rating: 800 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[Treks's solution](#)

51.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Treks's solution](#)

52.

2170A

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

Quality: 19,921 global accepts · Rating: 800 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
[Treks's solution](#)

53.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 800 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Treks's solution](#)

54.

2173A

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

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Treks's solution](#)

55.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Treks's solution](#)

56.

2163A

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

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Treks's solution](#)

57.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[Treks's solution](#)

58.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math

[Treks's solution](#)

59.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,057 global accepts · Rating: 800 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Treks's solution](#)

60.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,814 global accepts · Rating: 800 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Treks's solution](#)

61.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,455 global accepts · Rating: 800 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Treks's solution](#)

62.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 800 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Treks's solution](#)

63.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Treks's solution](#)

64.

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force,

greedy

[Treks's solution](#)

65.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,489 global accepts · Rating: 800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

66.

1006A

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

Quality: 22,873 global accepts · Rating: 800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

67.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,457 global accepts · Rating: 800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[Treks's solution](#)

68.

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Treks's solution](#)

69.

2153A

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

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

70.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Treks's solution](#)

71.

2145A

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

Quality: 30,753 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[Treks's solution](#)

72.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Treks's solution](#)

73.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Treks's solution](#)

74.

2149B

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

Quality: 33,038 global accepts · Rating: 800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

75.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,903 global accepts · Rating: 800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: math

[Treks's solution](#)

76.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[Treks's solution](#)

77.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,045 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Treks's solution](#)

78.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,418 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[Treks's solution](#)

79.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,260 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

80.

2137A

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

Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Treks's solution](#)

81.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,341 global accepts · Rating: 800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Treks's solution](#)

82.

2134A

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

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Treks's solution](#)

83.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Treks's solution](#)

84.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 800 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Treks's solution](#)

85.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,117 global accepts · Rating: 800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Treks's solution](#)

86.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,280 global accepts · Rating: 800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Treks's solution](#)

87.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Treks's solution](#)

88.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Treks's solution](#)

89.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,202 global accepts · Rating: 800 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Treks's solution](#)

90.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Treks's solution](#)

91.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Treks's solution](#)

92.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[Treks's solution](#)

93.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Treks's solution](#)

94.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,280 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Treks's solution](#)

95.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,497 global accepts · Rating: 800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Treks's solution](#)

96.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Treks's solution](#)

97.

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

98.

977A

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

Quality: 217,479 global accepts · Rating: 800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

99.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

100.

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Treks's solution](#)

101.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Treks's solution](#)

102.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Treks's solution](#)

103.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,705 global accepts · Rating: 800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Treks's solution](#)

104.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,478 global accepts · Rating: 800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Treks's solution](#)

105.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Treks's solution](#)

106.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

107.

1950A

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

Quality: 69,443 global accepts · Rating: 800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

108.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[Treks's solution](#)

109.

1926A

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

Quality: 62,192 global accepts · Rating: 800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

110.

1850C

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

Quality: 53,541 global accepts · Rating: 800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Treks's solution](#)

111.

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Treks's solution](#)

112.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,201 global accepts · Rating: 800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Treks's solution](#)

113.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,158 global accepts · Rating: 800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[Treks's solution](#)

114.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,662 global accepts · Rating: 800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[Treks's solution](#)

115.

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Treks's solution](#)

116.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,492 global accepts · Rating: 800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Treks's solution](#)

117.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,093 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Treks's solution](#)

118.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,295 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

119.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Treks's solution](#)

120.

1760B

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

Quality: 53,339 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Treks's solution](#)

121.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,935 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Treks's solution](#)

122.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2025-03-17 · Java 21 (first AC) · Tags: greedy, implementation, two pointers

[Treks's solution](#)

123.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,991 global accepts · Rating: 800 · first AC: 2025-03-17 · Java 21 (first AC) · Tags: implementation, math

[Treks's solution](#)

124.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2025-03-17 · Java 21 (first AC) · Tags: brute force, greedy, math

[Treks's solution](#)

125.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,392 global accepts · Rating: 800 · first AC: 2025-03-17 · Java 21 (first AC) · Tags: brute force, implementation

[Treks's solution](#)

126.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[Treks's solution](#)

127.

1915B

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

Quality: 50,351 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation

[Treks's solution](#)

128.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,796 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[Treks's solution](#)

129.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Treks's solution](#)

130.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Treks's solution](#)

131.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Treks's solution](#)

132.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,959 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Treks's solution](#)

133.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Treks's solution](#)

134.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,455 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

135.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,624 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

136.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Treks's solution](#)

137.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,168 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Treks's solution](#)

138.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,238 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Treks's solution](#)

139.

1692C

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

Quality: 38,917 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

140.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

141.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,743 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

142.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Treks's solution](#)

143.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Treks's solution](#)

144.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,711 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

145.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,418 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

146.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,639 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Treks's solution](#)

147.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,636 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[Treks's solution](#)

148.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Treks's solution](#)

149.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Treks's solution](#)

150.

1352A

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

Quality: 104,108 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Treks's solution](#)

151.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,475 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Treks's solution](#)

152.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,544 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Treks's solution](#)

153.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,531 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

154.

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Treks's solution](#)

155.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Treks's solution](#)

156.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Treks's solution](#)

157.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,297 global accepts · Rating: 800 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[Treks's solution](#)

158.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Treks's solution](#)

159.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Treks's solution](#)

160.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,315 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[Treks's solution](#)

161.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[Treks's solution](#)

162.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Treks's solution](#)

163.

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Treks's solution](#)

164.

2065A

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

Quality: 55,630 global accepts · Rating: 800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Treks's solution](#)

165.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Treks's solution](#)

166.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Treks's solution](#)

167.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,928 global accepts · Rating: 800 · first AC: 2025-01-03 · last AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Treks's solution](#)

168.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,985 global accepts · Rating: 800 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[Treks's solution](#)

169.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Treks's solution](#)

170.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Treks's solution](#)

171.

1980A

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

Quality: 47,596 global accepts · Rating: 800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

172.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,478 global accepts · Rating: 800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Treks's solution](#)

173.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[Treks's solution](#)

174.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Treks's solution](#)

175.

2014B

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

Quality: 33,191 global accepts · Rating: 800 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

176.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Treks's solution](#)

177.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Treks's solution](#)

178.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Treks's solution](#)

179.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Treks's solution](#)

180.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Treks's solution](#)

181.

2033A

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

Quality: 41,160 global accepts · Rating: 800 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Treks's solution](#)

182.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Treks's solution](#)

183.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Treks's solution](#)

184.

2047A

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

Quality: 17,838 global accepts · Rating: 800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Treks's solution](#)

185.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Treks's solution](#)

186.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Treks's solution](#)

187.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Treks's solution](#)

188.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Treks's solution](#)

189.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Treks's solution](#)

190.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[Treks's solution](#)

191.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Treks's solution](#)

192.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,267 global accepts · Rating: 800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Treks's solution](#)

193.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,974 global accepts · Rating: 800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Treks's solution](#)

194.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,211 global accepts · Rating: 800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Treks's solution](#)

195.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation

[Treks's solution](#)

196.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,025 global accepts · Rating: 800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Treks's solution](#)

197.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,691 global accepts · Rating: 800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Treks's solution](#)

198.

2043A

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

Quality: 26,988 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Treks's solution](#)

199.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,757 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Treks's solution](#)

200.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Treks's solution](#)

201.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Treks's solution](#)

202.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Treks's solution](#)

203.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Treks's solution](#)

204.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

205.

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

[Treks's solution](#)

206.

2038J

[Waiting for...](#) · [Tutorial](#)

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

[Treks's solution](#)

207.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

208.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Treks's solution](#)

209.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

210.

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

[Treks's solution](#)

211.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

212.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

213.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Treks's solution](#)

214.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,680 global accepts · Rating: 900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Treks's solution](#)

215.

2210B

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

Quality: 17,538 global accepts · Rating: 900 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Treks's solution](#)

216.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,374 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Treks's solution](#)

217.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 900 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Treks's solution](#)

218.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,854 global accepts · Rating: 900 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Treks's solution](#)

219.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,979 global accepts · Rating: 900 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Treks's solution](#)

220.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Treks's solution](#)

221.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

222.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Treks's solution](#)

223.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

224.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Treks's solution](#)

225.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

226.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,139 global accepts · Rating: 900 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Treks's solution](#)

227.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Treks's solution](#)

228.

2140B

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

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Treks's solution](#)

229.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Treks's solution](#)

230.

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Treks's solution](#)

231.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Treks's solution](#)

232.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Treks's solution](#)

233.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,489 global accepts · Rating: 900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[Treks's solution](#)

234.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Treks's solution](#)

235.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Treks's solution](#)

236.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: math

[Treks's solution](#)

237.

2085A

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

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

[Treks's solution](#)

238.

1971C

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

Quality: 41,574 global accepts · Rating: 900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

239.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,805 global accepts · Rating: 900 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Treks's solution](#)

240.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

241.

1915D

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

Quality: 35,083 global accepts · Rating: 900 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Treks's solution](#)

242.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,405 global accepts · Rating: 900 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Treks's solution](#)

243.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Treks's solution](#)

244.

2060C

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

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[Treks's solution](#)

245.

2072B

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

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Treks's solution](#)

246.

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Treks's solution](#)

247.

2033B

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

Quality: 28,843 global accepts · Rating: 900 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Treks's solution](#)

248.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Treks's solution](#)

249.

2047B

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

Quality: 19,248 global accepts · Rating: 900 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, strings

[Treks's solution](#)

250.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,621 global accepts · Rating: 900 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

251.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Treks's solution](#)

252.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Treks's solution](#)

253.

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Treks's solution](#)

254.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Treks's solution](#)

255.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Treks's solution](#)

256.

2217B

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

Quality: 16,050 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Treks's solution](#)

257.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,165 global accepts · Rating: 1000 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Treks's solution](#)

258.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,392 global accepts · Rating: 1000 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Treks's solution](#)

259.

2203B

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

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[Treks's solution](#)

260.

2192B

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

Quality: 14,548 global accepts · Rating: 1000 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Treks's solution](#)

261.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,011 global accepts · Rating: 1000 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Treks's solution](#)

262.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Treks's solution](#)

263.

2123C

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

Quality: 30,879 global accepts · Rating: 1000 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[Treks's solution](#)

264.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,715 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Treks's solution](#)

265.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1000 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Treks's solution](#)

266.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1000 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings
[Treks's solution](#)

267.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Treks's solution](#)

268.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Treks's solution](#)

269.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[Treks's solution](#)

270.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Treks's solution](#)

271.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Treks's solution](#)

272.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Treks's solution](#)

273.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Treks's solution](#)

274.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Treks's solution](#)

275.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Treks's solution](#)

276.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,913 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Treks's solution](#)

277.

2148D

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

Quality: 26,738 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Treks's solution](#)

278.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Treks's solution](#)

279.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Treks's solution](#)

280.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Treks's solution](#)

281.

978C

[Letters](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1000 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[Treks's solution](#)

282.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Treks's solution](#)

283.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,264 global accepts · Rating: 1000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Treks's solution](#)

284.

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[Treks's solution](#)

285.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Treks's solution](#)

286.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Treks's solution](#)

287.

2060B

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

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

288.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Treks's solution](#)

289.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Treks's solution](#)

290.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Treks's solution](#)

291.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

292.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Treks's solution](#)

293.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Treks's solution](#)

294.

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Treks's solution](#)

295.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Treks's solution](#)

296.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Treks's solution](#)

297.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Treks's solution](#)

298.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[Treks's solution](#)

299.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[Treks's solution](#)

300.

2218D

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

Quality: 18,399 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Treks's solution](#)

301.

2211B

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

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Treks's solution](#)

302.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Treks's solution](#)

303.

1899B

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

Quality: 33,355 global accepts · Rating: 1100 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[Treks's solution](#)

304.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,666 global accepts · Rating: 1100 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Treks's solution](#)

305.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Treks's solution](#)

306.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Treks's solution](#)

307.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Treks's solution](#)

308.

2197B

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

Quality: 15,895 global accepts · Rating: 1100 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, schedules, sortings, two pointers

[Treks's solution](#)

309.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,572 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Treks's solution](#)

310.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Treks's solution](#)

311.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Treks's solution](#)

312.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

313.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Treks's solution](#)

314.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings

[Treks's solution](#)

315.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Treks's solution](#)

316.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Treks's solution](#)

317.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1100 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

318.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Treks's solution](#)

319.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Treks's solution](#)

320.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy
[Treks's solution](#)

321.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Treks's solution](#)

322.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Treks's solution](#)

323.

2160B

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

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Treks's solution](#)

324.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[Treks's solution](#)

325.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[Treks's solution](#)

326.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Treks's solution](#)

327.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[Treks's solution](#)

328.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[Treks's solution](#)

329.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
[Treks's solution](#)

330.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Treks's solution](#)

331.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Treks's solution](#)

332.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Treks's solution](#)

333.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,860 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Treks's solution](#)

334.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[Treks's solution](#)

335.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Treks's solution](#)

336.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Treks's solution](#)

337.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[Treks's solution](#)

338.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, implementation, math

[Treks's solution](#)

339.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

340.

1791E

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

Quality: 41,282 global accepts · Rating: 1100 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Treks's solution](#)

341.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Treks's solution](#)

342.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,104 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory

[Treks's solution](#)

343.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Treks's solution](#)

344.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2025-03-17 · Java 21 (first AC) · Tags: binary search, sortings

[Treks's solution](#)

345.

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Treks's solution](#)

346.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

347.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, strings

[Treks's solution](#)

348.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Treks's solution](#)

349.

1807G2

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

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Treks's solution](#)

350.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Treks's solution](#)

351.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,069 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[Treks's solution](#)

352.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[Treks's solution](#)

353.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[Treks's solution](#)

354.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,610 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[Treks's solution](#)

355.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Treks's solution](#)

356.

2060D

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

Quality: 26,197 global accepts · Rating: 1100 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Treks's solution](#)

357.

2078B

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

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math
[Treks's solution](#)

358.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[Treks's solution](#)

359.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
[Treks's solution](#)

360.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[Treks's solution](#)

361.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Treks's solution](#)

362.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Treks's solution](#)

363.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[Treks's solution](#)

364.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Treks's solution](#)

365.

2025B

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

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Treks's solution](#)

366.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Treks's solution](#)

367.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Treks's solution](#)

368.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Treks's solution](#)

369.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Treks's solution](#)

370.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Treks's solution](#)

371.

1826B

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

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Treks's solution](#)

372.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Treks's solution](#)

373.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,199 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Treks's solution](#)

374.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Treks's solution](#)

375.

2218E

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

Quality: 14,061 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[Treks's solution](#)

376.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,803 global accepts · Rating: 1200 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Treks's solution](#)

377.

2202B

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

Quality: 11,142 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Treks's solution](#)

378.

2197C

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

Rating: 1200 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Treks's solution](#)

379.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Treks's solution](#)

380.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Treks's solution](#)

381.

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[Treks's solution](#)

382.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Treks's solution](#)

383.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Treks's solution](#)

384.

2182C

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

Quality: 15,516 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Treks's solution](#)

385.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[Treks's solution](#)

386.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Treks's solution](#)

387.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Treks's solution](#)

388.

2174A

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

Quality: 14,297 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[Treks's solution](#)

389.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Treks's solution](#)

390.

1006C

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

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Treks's solution](#)

391.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Treks's solution](#)

392.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Treks's solution](#)

393.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Treks's solution](#)

394.

2137D

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

Quality: 19,545 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Treks's solution](#)

395.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Treks's solution](#)

396.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Treks's solution](#)

397.

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

[Treks's solution](#)

398.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Treks's solution](#)

399.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Treks's solution](#)

400.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Treks's solution](#)

401.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Treks's solution](#)

402.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Treks's solution](#)

403.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Treks's solution](#)

404.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[Treks's solution](#)

405.

2092C

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

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Treks's solution](#)

406.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[Treks's solution](#)

407.

2091D

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

Quality: 23,489 global accepts · Rating: 1200 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Treks's solution](#)

408.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: math

[Treks's solution](#)

409.

2085B

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

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Treks's solution](#)

410.

1926C

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

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Treks's solution](#)

411.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,619 global accepts · Rating: 1200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Treks's solution](#)

412.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[Treks's solution](#)

413.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 1200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

414.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,277 global accepts · Rating: 1200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[Treks's solution](#)

415.

1352C

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

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Treks's solution](#)

416.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Treks's solution](#)

417.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[Treks's solution](#)

418.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, strings

[Treks's solution](#)

419.

2072C

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

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Treks's solution](#)

420.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Treks's solution](#)

421.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

422.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Treks's solution](#)

423.

2047C

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

Rating: 1200 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Treks's solution](#)

424.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Treks's solution](#)

425.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Treks's solution](#)

426.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Treks's solution](#)

427.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Treks's solution](#)

428.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Treks's solution](#)

429.

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

[Treks's solution](#)

430.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Treks's solution](#)

431.

2211C1

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

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Treks's solution](#)

432.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Treks's solution](#)

433.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Treks's solution](#)

434.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,090 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Treks's solution](#)

435.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,780 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

436.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Treks's solution](#)

437.

2201A1

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

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Treks's solution](#)

438.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Treks's solution](#)

439.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Treks's solution](#)

440.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Treks's solution](#)

441.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

442.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths

[Treks's solution](#)

443.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Treks's solution](#)

444.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Treks's solution](#)

445.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Treks's solution](#)

446.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 1300 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

447.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Treks's solution](#)

448.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Treks's solution](#)

449.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Treks's solution](#)

450.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Treks's solution](#)

451.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Treks's solution](#)

452.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[Treks's solution](#)

453.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Treks's solution](#)

454.

1260B

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

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Treks's solution](#)

455.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Treks's solution](#)

456.

2145C

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

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[Treks's solution](#)

457.

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

[Treks's solution](#)

458.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Treks's solution](#)

459.

2041A

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

Quality: 11,293 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Treks's solution](#)

460.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Treks's solution](#)

461.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[Treks's solution](#)

462.

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Treks's solution](#)

463.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,585 global accepts · Rating: 1300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Treks's solution](#)

464.

2075B

[Array Recoloring](#) · [Tutorial](#)

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

[Treks's solution](#)

465.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2025-03-17 · Java 21 (first AC) · Tags: binary search, greedy, math, two pointers

[Treks's solution](#)

466.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,522 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Treks's solution](#)

467.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Treks's solution](#)

468.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Treks's solution](#)

469.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, interactive

[Treks's solution](#)

470.

1676G

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

Quality: 24,002 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Treks's solution](#)

471.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,188 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Treks's solution](#)

472.

1604C

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

Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Treks's solution](#)

473.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

474.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Treks's solution](#)

475.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Treks's solution](#)

476.

2072D

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

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Treks's solution](#)

477.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Treks's solution](#)

478.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Treks's solution](#)

479.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Treks's solution](#)

480.

1999E

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

Quality: 23,620 global accepts · Rating: 1300 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Treks's solution](#)

481.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Treks's solution](#)

482.

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Treks's solution](#)

483.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1300 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Treks's solution](#)

484.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Treks's solution](#)

485.

2033D

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

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Treks's solution](#)

486.

2050D

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

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[Treks's solution](#)

487.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Treks's solution](#)

488.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 1300 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[Treks's solution](#)

489.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Treks's solution](#)

490.

2049B

[pspspsps](#) · [Tutorial](#)

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

[Treks's solution](#)

491.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Treks's solution](#)

492.

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

[Treks's solution](#)

493.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[Treks's solution](#)

494.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Treks's solution](#)

495.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

496.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Treks's solution](#)

497.

1883G1

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

Quality: 19,548 global accepts · Rating: 1400 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Treks's solution](#)

498.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Treks's solution](#)

499.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Treks's solution](#)

500.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Treks's solution](#)

501.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,906 global accepts · Rating: 1400 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Treks's solution](#)

502.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-19 · last AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Treks's solution](#)

503.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy

[Treks's solution](#)

504.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Treks's solution](#)

505.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,385 global accepts · Rating: 1400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Treks's solution](#)

506.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,577 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[Treks's solution](#)

507.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy

[Treks's solution](#)

508.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Treks's solution](#)

509.

2156C

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

Quality: 12,284 global accepts · Rating: 1400 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Treks's solution](#)

510.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Treks's solution](#)

511.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Treks's solution](#)

512.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Treks's solution](#)

513.

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

[Treks's solution](#)

514.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Treks's solution](#)

515.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Treks's solution](#)

516.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Treks's solution](#)

517.

2111D

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

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Treks's solution](#)

518.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Treks's solution](#)

519.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1400 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[Treks's solution](#)

520.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[Treks's solution](#)

521.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[Treks's solution](#)

522.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[Treks's solution](#)

523.

977D

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

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, sortings
[Treks's solution](#)

524.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[Treks's solution](#)

525.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Treks's solution](#)

526.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[Treks's solution](#)

527.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Treks's solution](#)

528.

2009E

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

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[Treks's solution](#)

529.

2009D

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

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[Treks's solution](#)

530.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1400 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[Treks's solution](#)

531.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[Treks's solution](#)

532.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[Treks's solution](#)

533.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[Treks's solution](#)

534.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
[Treks's solution](#)

535.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[Treks's solution](#)

536.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[Treks's solution](#)

537.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[Treks's solution](#)

538.

2014D

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

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Treks's solution](#)

539.

2033E

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

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Treks's solution](#)

540.

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Treks's solution](#)

541.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Treks's solution](#)

542.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Treks's solution](#)

543.

1825C

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

Rating: 1400 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

544.

2038A

[Bonus Project](#) · [Tutorial](#)

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

[Treks's solution](#)

545.

2038C

[DIY](#) · [Tutorial](#)

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

[Treks's solution](#)

546.

2038L

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

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

[Treks's solution](#)

547.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Treks's solution](#)

548.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Treks's solution](#)

549.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Treks's solution](#)

550.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[Treks's solution](#)

551.

2218F

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

Quality: 7,263 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Treks's solution](#)

552.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Treks's solution](#)

553.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

554.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory

[Treks's solution](#)

555.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,028 global accepts · Rating: 1500 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math

[Treks's solution](#)

556.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,553 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Treks's solution](#)

557.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Treks's solution](#)

558.

2183D1

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

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Treks's solution](#)

559.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Treks's solution](#)

560.

103994I

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

Rating: 1500 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

561.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Treks's solution](#)

562.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,542 global accepts · Rating: 1500 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Treks's solution](#)

563.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Treks's solution](#)

564.

2153C

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

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Treks's solution](#)

565.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[Treks's solution](#)

566.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Treks's solution](#)

567.

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Treks's solution](#)

568.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Treks's solution](#)

569.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[Treks's solution](#)

570.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Treks's solution](#)

571.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
[Treks's solution](#)

572.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
[Treks's solution](#)

573.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation
[Treks's solution](#)

574.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Treks's solution](#)

575.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,615 global accepts · Rating: 1500 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[Treks's solution](#)

576.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[Treks's solution](#)

577.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[Treks's solution](#)

578.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings
[Treks's solution](#)

579.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[Treks's solution](#)

580.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Treks's solution](#)

581.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Treks's solution](#)

582.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[Treks's solution](#)

583.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Treks's solution](#)

584.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Treks's solution](#)

585.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Treks's solution](#)

586.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Treks's solution](#)

587.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2025-03-17 · Java 21 (first AC) · Tags: constructive algorithms, greedy

[Treks's solution](#)

588.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Treks's solution](#)

589.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Treks's solution](#)

590.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Treks's solution](#)

591.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Treks's solution](#)

592.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Treks's solution](#)

593.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, two pointers

[Treks's solution](#)

594.

2060E

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

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Treks's solution](#)

595.

2072E

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

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Treks's solution](#)

596.

2077A

[Breach of Faith](#) · [Tutorial](#)

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

[Treks's solution](#)

597.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Treks's solution](#)

598.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,961 global accepts · Rating: 1500 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Treks's solution](#)

599.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Treks's solution](#)

600.

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Treks's solution](#)

601.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Treks's solution](#)

602.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Treks's solution](#)

603.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Treks's solution](#)

604.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[Treks's solution](#)

605.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[Treks's solution](#)

606.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Treks's solution](#)

607.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Treks's solution](#)

608.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Treks's solution](#)

609.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Treks's solution](#)

610.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Treks's solution](#)

611.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Treks's solution](#)

612.

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[Treks's solution](#)

613.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Treks's solution](#)

614.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Treks's solution](#)

615.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1600 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Treks's solution](#)

616.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Treks's solution](#)

617.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Treks's solution](#)

618.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Treks's solution](#)

619.

103994D

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

Rating: 1600 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

620.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Treks's solution](#)

621.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Treks's solution](#)

622.

1165D

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

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Treks's solution](#)

623.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[Treks's solution](#)

624.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,015 global accepts · Rating: 1600 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Treks's solution](#)

625.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Treks's solution](#)

626.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[Treks's solution](#)

627.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[Treks's solution](#)

628.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

629.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Treks's solution](#)

630.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Treks's solution](#)

631.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[Treks's solution](#)

632.

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

[Treks's solution](#)

633.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Treks's solution](#)

634.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math

[Treks's solution](#)

635.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Treks's solution](#)

636.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,212 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Treks's solution](#)

637.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Treks's solution](#)

638.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Treks's solution](#)

639.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Treks's solution](#)

640.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dp, graphs, greedy, sortings, trees

[Treks's solution](#)

641.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Treks's solution](#)

642.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Treks's solution](#)

643.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[Treks's solution](#)

644.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Treks's solution](#)

645.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Treks's solution](#)

646.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Treks's solution](#)

647.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Treks's solution](#)

648.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Treks's solution](#)

649.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Treks's solution](#)

650.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Treks's solution](#)

651.

2040C

[Ordered Permutations](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Treks's solution](#)

652.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[Treks's solution](#)

653.

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Treks's solution](#)

654.

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

[Treks's solution](#)

655.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Treks's solution](#)

656.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Treks's solution](#)

657.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Treks's solution](#)

658.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory

[Treks's solution](#)

659.

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Treks's solution](#)

660.

2201A2

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

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Treks's solution](#)

661.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Treks's solution](#)

662.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[Treks's solution](#)

663.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Treks's solution](#)

664.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Treks's solution](#)

665.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Treks's solution](#)

666.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Treks's solution](#)

667.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Treks's solution](#)

668.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Treks's solution](#)

669.

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

[Treks's solution](#)

670.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Treks's solution](#)

671.

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

[Treks's solution](#)

672.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Treks's solution](#)

673.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Treks's solution](#)

674.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Treks's solution](#)

675.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Treks's solution](#)

676.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Treks's solution](#)

677.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[Treks's solution](#)

678.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Treks's solution](#)

679.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Treks's solution](#)

680.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Treks's solution](#)

681.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Treks's solution](#)

682.

1760G

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

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[Treks's solution](#)

683.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation
[Treks's solution](#)

684.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math
[Treks's solution](#)

685.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation
[Treks's solution](#)

686.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[Treks's solution](#)

687.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation
[Treks's solution](#)

688.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[Treks's solution](#)

689.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[Treks's solution](#)

690.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[Treks's solution](#)

691.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Treks's solution](#)

692.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Treks's solution](#)

693.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Treks's solution](#)

694.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Treks's solution](#)

695.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Treks's solution](#)

696.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Treks's solution](#)

697.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Treks's solution](#)

698.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,316 global accepts · Rating: 1700 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Treks's solution](#)

699.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Treks's solution](#)

700.

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

[Treks's solution](#)

701.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[Treks's solution](#)

702.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Treks's solution](#)

703.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,616 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Treks's solution](#)

704.

2211C2

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

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[Treks's solution](#)

705.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Treks's solution](#)

706.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Treks's solution](#)

707.

2208D1

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

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Treks's solution](#)

708.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Treks's solution](#)

709.

2197E1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Treks's solution](#)

710.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Treks's solution](#)

711.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Treks's solution](#)

712.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Treks's solution](#)

713.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[Treks's solution](#)

714.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Treks's solution](#)

715.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Treks's solution](#)

716.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Treks's solution](#)

717.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Treks's solution](#)

718.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Treks's solution](#)

719.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Treks's solution](#)

720.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Treks's solution](#)

721.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Treks's solution](#)

722.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Treks's solution](#)

723.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Treks's solution](#)

724.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Treks's solution](#)

725.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Treks's solution](#)

726.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Treks's solution](#)

727.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Treks's solution](#)

728.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Treks's solution](#)

729.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[Treks's solution](#)

730.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Treks's solution](#)

731.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Treks's solution](#)

732.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Treks's solution](#)

733.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[Treks's solution](#)

734.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Treks's solution](#)

735.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Treks's solution](#)

736.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Treks's solution](#)

737.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Treks's solution](#)

738.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Treks's solution](#)

739.

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Treks's solution](#)

740.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[Treks's solution](#)

741.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Treks's solution](#)

742.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Treks's solution](#)

743.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Treks's solution](#)

744.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2025-01-10 · last AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Treks's solution](#)

745.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Treks's solution](#)

746.

1883G2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Treks's solution](#)

747.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2026-04-01 · last AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Treks's solution](#)

748.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Treks's solution](#)

749.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Treks's solution](#)

750.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Treks's solution](#)

751.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 1900 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Treks's solution](#)

752.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Treks's solution](#)

753.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

[Treks's solution](#)

754.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Treks's solution](#)

755.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Treks's solution](#)

756.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Treks's solution](#)

757.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Treks's solution](#)

758.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Treks's solution](#)

759.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Treks's solution](#)

760.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Treks's solution](#)

761.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Treks's solution](#)

762.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Treks's solution](#)

763.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Treks's solution](#)

764.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Treks's solution](#)

765.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Treks's solution](#)

766.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Treks's solution](#)

767.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[Treks's solution](#)

768.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Treks's solution](#)

769.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Treks's solution](#)

770.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[Treks's solution](#)

771.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[Treks's solution](#)

772.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings
[Treks's solution](#)

773.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Treks's solution](#)

774.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings
[Treks's solution](#)

775.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
[Treks's solution](#)

776.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[Treks's solution](#)

777.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[Treks's solution](#)

778.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
[Treks's solution](#)

779.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[Treks's solution](#)

780.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths
[Treks's solution](#)

781.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Treks's solution](#)

782.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Treks's solution](#)

783.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Treks's solution](#)

784.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Treks's solution](#)

785.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Treks's solution](#)

786.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Treks's solution](#)

787.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Treks's solution](#)

788.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Treks's solution](#)

789.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Treks's solution](#)

790.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Treks's solution](#)

791.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Treks's solution](#)

792.

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

[Treks's solution](#)

793.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Treks's solution](#)

794.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Treks's solution](#)

795.

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

[Treks's solution](#)

796.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Treks's solution](#)

797.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Treks's solution](#)

798.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[Treks's solution](#)

799.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Treks's solution](#)

800.

2197E2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Treks's solution](#)

801.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation
[Treks's solution](#)

802.

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
[Treks's solution](#)

803.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive
[Treks's solution](#)

804.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy
[Treks's solution](#)

805.

2179F

[Blacksex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees
[Treks's solution](#)

806.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Treks's solution](#)

807.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[Treks's solution](#)

808.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[Treks's solution](#)

809.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Treks's solution](#)

810.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, greedy, math
[Treks's solution](#)

811.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Treks's solution](#)

812.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Treks's solution](#)

813.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Treks's solution](#)

814.

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

[Treks's solution](#)

815.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Treks's solution](#)

816.

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

[Treks's solution](#)

817.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Treks's solution](#)

818.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Treks's solution](#)

819.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Treks's solution](#)

820.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Treks's solution](#)

821.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Treks's solution](#)

822.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Treks's solution](#)

823.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Treks's solution](#)

824.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Treks's solution](#)

825.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Treks's solution](#)

826.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings, trees

[Treks's solution](#)

827.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Treks's solution](#)

828.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Treks's solution](#)

829.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Treks's solution](#)

830.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Treks's solution](#)

831.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Treks's solution](#)

832.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Treks's solution](#)

833.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Treks's solution](#)

834.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Treks's solution](#)

835.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Treks's solution](#)

836.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Treks's solution](#)

837.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Treks's solution](#)

838.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Treks's solution](#)

839.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Treks's solution](#)

840.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Treks's solution](#)

841.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Treks's solution](#)

842.

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

[Treks's solution](#)

843.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Treks's solution](#)

844.

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

[Treks's solution](#)

845.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Treks's solution](#)

846.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Treks's solution](#)

847.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Treks's solution](#)

848.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Treks's solution](#)

849.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Treks's solution](#)

850.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Treks's solution](#)

851.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Treks's solution](#)

852.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Treks's solution](#)

853.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Treks's solution](#)

854.

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

[Treks's solution](#)

855.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Treks's solution](#)

856.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Treks's solution](#)

857.

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Treks's solution](#)

858.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Treks's solution](#)

859.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Treks's solution](#)

860.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Treks's solution](#)

861.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Treks's solution](#)

862.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[Treks's solution](#)

863.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Treks's solution](#)

864.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[Treks's solution](#)

865.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Treks's solution](#)

866.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Treks's solution](#)

867.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Treks's solution](#)

868.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Treks's solution](#)

869.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Treks's solution](#)

870.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Treks's solution](#)

871.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Treks's solution](#)

872.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Treks's solution](#)

873.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Treks's solution](#)

874.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Treks's solution](#)

875.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Treks's solution](#)

876.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Treks's solution](#)

877.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Treks's solution](#)

878.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Treks's solution](#)

879.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Treks's solution](#)

880.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Treks's solution](#)

881.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Treks's solution](#)

882.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Treks's solution](#)

883.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Treks's solution](#)

884.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Treks's solution](#)

885.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Treks's solution](#)

886.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Treks's solution](#)

887.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Treks's solution](#)

888.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Treks's solution](#)

889.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Treks's solution](#)

890.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Treks's solution](#)

891.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Treks's solution](#)

892.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Treks's solution](#)

893.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Treks's solution](#)

894.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[Treks's solution](#)

895.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Treks's solution](#)

896.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Treks's solution](#)

897.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Treks's solution](#)

898.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Treks's solution](#)

899.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[Treks's solution](#)

900.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Treks's solution](#)

901.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Treks's solution](#)

902.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Treks's solution](#)

903.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Treks's solution](#)

904.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Treks's solution](#)

905.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Treks's solution](#)

906.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Treks's solution](#)

907.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Treks's solution](#)

908.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Treks's solution](#)

909.

103994C

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

910.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp,

sortings

[Treks's solution](#)

911.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Treks's solution](#)

912.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Treks's solution](#)

913.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Treks's solution](#)

914.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · last AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Treks's solution](#)

915.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Treks's solution](#)

916.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Treks's solution](#)

917.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Treks's solution](#)

918.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Treks's solution](#)

919.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Treks's solution](#)

920.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Treks's solution](#)

921.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Treks's solution](#)

922.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Treks's solution](#)

923.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Treks's solution](#)

924.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Treks's solution](#)

925.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Treks's solution](#)

926.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Treks's solution](#)

927.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Treks's solution](#)

928.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Treks's solution](#)

929.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Treks's solution](#)

930.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Treks's solution](#)

931.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Treks's solution](#)

932.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Treks's solution](#)

933.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Treks's solution](#)

934.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Treks's solution](#)

935.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Treks's solution](#)

936.

2022D2

[Asesino \(Hard Version\)](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2700 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[Treks's solution](#)

937.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Treks's solution](#)

938.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[Treks's solution](#)

939.

103994L

[N Machines](#) · [Tutorial](#)

Rating: 3300 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

940.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers
[Treks's solution](#)

941.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Treks's solution](#)

942.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers
[Treks's solution](#)

943.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[Treks's solution](#)

944.

2226A

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

Quality: 11,077 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Treks's solution](#)

945.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,050 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[Treks's solution](#)

946.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,689 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers
[Treks's solution](#)

947.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,020 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Treks's solution](#)

948.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Treks's solution](#)

949.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,412 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Treks's solution](#)

950.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Treks's solution](#)

951.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Treks's solution](#)

952.

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Treks's solution](#)

953.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Treks's solution](#)

954.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Treks's solution](#)

955.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Treks's solution](#)

956.

2225D

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

Quality: 6,600 global accepts · Rating: — · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Treks's solution](#)

957.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,321 global accepts · Rating: — · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Treks's solution](#)

958.

2225B

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

Quality: 14,127 global accepts · Rating: — · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Treks's solution](#)

959.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,661 global accepts · Rating: — · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Treks's solution](#)

960.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, shortest paths

[Treks's solution](#)

961.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-02 · Python 2 (first AC) · Tags: *special

[Treks's solution](#)

962.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, games, interactive

[Treks's solution](#)

963.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Treks's solution](#)

964.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Treks's solution](#)

965.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, graph matchings, implementation

[Treks's solution](#)

966.

105786A

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

Rating: — · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

967.

106318E

[A > D 4 D 8 C 4 5 D 1 D °](#)

Rating: — · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

968.

106318D

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

Rating: — · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

969.

106318C

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

Rating: — · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

970.

106318B

[A > D 6 5 D O C Ô = D ´ 5 D Ô B C 6 C €](#)

Rating: — · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

971.

106318A

[A D 2 O R 4 C ä < C „ = C ä H C ¢ 8](#)

Rating: — · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

972.

105482D

[AÄ8004; C, Cä3C0CC´O](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

973.

105482C

[AÔ004@C 4C 7C ACô0D 5CÔ8CR <D4;DÄBC,,2D 5C´5CÔ=Cä9](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

974.

103369H

[ATICR=0D=C 8C4@C A DD8D,,:C <C€](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

975.

103369F

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

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

976.

103369E

[Aä=0f0C?=-C#CD A Cô> DD8Ct:D4;DÄBD4@CP](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

977.

103369D

[AäPD68CÄ0C´LCÔ0Dò 2D BC 2C#0](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

978.

103369A

[Frog traveler](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

979.

103369J

[AD5D\\$A0=80' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

980.

103369I

[B\\$0D44CÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

981.

103369B

[B4=0,0D\\$>Cd5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

982.

103994J

[A0000k<CäCC4>C´LCÔ>CR 4CT@CT2Cà](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

983.

103994A

[BD00f1aD,,8C\\$0Dò AD\\$>Cô:C](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

984.

103994G

[Split sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

985.

103994H

[A0D,5CÔ:C€](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

986.

103994K

[AÔ50iaD BC,,@D49](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

987.

103994E

[B-0CÄD BCäOD\\$5C´LCÔKCR 4CT@CT2DÄO](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

988.

103994B

[A´QDipia, GD\\$5CÔ8CR CD ;Cä2C,,9](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

989.

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Treks's solution](#)

990.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

991.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

992.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

993.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

994.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

995.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

996.

106141J

[Exercise for Dania](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

997.

106141H

[Tram System](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

998.

106141K

[Squirrel and Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

999.

106141L

[Vector Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

1000.

106141I

[Rick's Grades](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

1001.

106141D

[How to Annoy a Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

1002.

106141E

[Fight Club](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

1003.

106141B

[Code Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)

1004.

106141A

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

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Treks's solution](#)

1005.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[Treks's solution](#)**1006.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Treks's solution](#)**1007.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[Treks's solution](#)**1008.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[Treks's solution](#)**1009.**

106141F

[Arsen and Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)**1010.**

106141G

[Geometry!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Treks's solution](#)**1011.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[Treks's solution](#)**1012.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force

[Treks's solution](#)**1013.**

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

[Treks's solution](#)**1014.**

103134B

[Guidi wants to be stronger](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Treks's solution](#)