

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

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# Unique solved — Trollbert

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

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

Filters: none

Count: 1,378

1.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [geometry](#), [greedy](#), [sortings](#)  
[Trollbert's solution](#)

2.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,156 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [number theory](#)  
[Trollbert's solution](#)

3.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)  
[Trollbert's solution](#)

4.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,492 global accepts · Rating: 800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)  
[Trollbert's solution](#)

5.

2205B

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

Quality: 16,167 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)  
[Trollbert's solution](#)

6.

2205A

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

Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [constructive algorithms](#)  
[Trollbert's solution](#)

7.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)  
[Trollbert's solution](#)

8.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)  
[Trollbert's solution](#)

9.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 800 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#)  
[Trollbert's solution](#)

**10.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Trollbert's solution](#)

**11.**

2178A

[Yes or Yes](#) · [Tutorial](#)

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

[Trollbert's solution](#)

**12.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,575 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Trollbert's solution](#)

**13.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Trollbert's solution](#)

**14.**

2172A

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

Quality: 14,540 global accepts · Rating: 800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Trollbert's solution](#)

**15.**

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: greedy

[Trollbert's solution](#)

**16.**

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 800 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math

[Trollbert's solution](#)

**17.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Trollbert's solution](#)

**18.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,280 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Trollbert's solution](#)

**19.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**20.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,492 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Trollbert's solution](#)

**21.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[Trollbert's solution](#)

**22.**

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-11-27 · Kotlin 1.9 (first AC) · Tags: geometry, implementation, math

[Trollbert's solution](#)

**23.**

2031A

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

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-21 · last AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Trollbert's solution](#)

**24.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Trollbert's solution](#)

**25.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**26.**

2020A

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

Quality: 25,942 global accepts · Rating: 800 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Trollbert's solution](#)

**27.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Trollbert's solution](#)

**28.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Trollbert's solution](#)

**29.**

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Trollbert's solution](#)

**30.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**31.**

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Trollbert's solution](#)

**32.**

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Trollbert's solution](#)

**33.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,985 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[Trollbert's solution](#)

**34.**

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Trollbert's solution](#)

**35.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**36.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Trollbert's solution](#)

**37.**

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Trollbert's solution](#)

**38.**

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Trollbert's solution](#)

**39.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,914 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**40.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,705 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**41.**

1971A

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

Quality: 59,478 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Trollbert's solution](#)

**42.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**43.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Trollbert's solution](#)

**44.**

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Trollbert's solution](#)

**45.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Trollbert's solution](#)

**46.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,984 global accepts · Rating: 800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Trollbert's solution](#)

**47.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Trollbert's solution](#)

**48.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**49.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**50.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**51.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Trollbert's solution](#)

**52.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,654 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**53.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**54.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**55.**

1950A

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

Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**56.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**57.**

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[Trollbert's solution](#)

**58.**

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Trollbert's solution](#)

**59.**

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Trollbert's solution](#)

**60.**

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Trollbert's solution](#)

**61.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**62.**

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Trollbert's solution](#)

**63.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,893 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Trollbert's solution](#)

**64.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Trollbert's solution](#)

**65.**

1926A

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

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**66.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Trollbert's solution](#)

**67.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**68.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Trollbert's solution](#)

**69.**

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Trollbert's solution](#)

**70.**

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Trollbert's solution](#)

**71.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 800 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**72.**

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**73.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Trollbert's solution](#)

**74.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**75.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**76.**

1920A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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**77.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[Trollbert's solution](#)

**78.**

1831A

[Twin Permutations](#) · [Tutorial](#)

Quality: 46,297 global accepts · Rating: 800 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**79.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**80.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Trollbert's solution](#)

**81.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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**82.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Trollbert's solution](#)

**83.**

1915B

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

Quality: 50,351 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Trollbert's solution](#)

**84.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,796 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[Trollbert's solution](#)

**85.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2019-10-12 · last AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**86.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,244 global accepts · Rating: 800 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**87.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**88.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**89.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**90.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

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**91.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,563 global accepts · Rating: 800 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**92.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**93.**

1736A

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

Quality: 24,153 global accepts · Rating: 800 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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**94.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**95.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**96.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Trollbert's solution](#)

**97.**

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**98.**

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Trollbert's solution](#)

**99.**

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**100.**

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**101.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,451 global accepts · Rating: 800 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Trollbert's solution](#)

**102.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,615 global accepts · Rating: 800 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Trollbert's solution](#)

**103.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,321 global accepts · Rating: 800 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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**104.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,088 global accepts · Rating: 800 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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**105.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,294 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**106.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Trollbert's solution](#)

**107.**

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[Trollbert's solution](#)

**108.**

1899A

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

Quality: 92,738 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory  
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**109.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,045 global accepts · Rating: 800 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings  
[Trollbert's solution](#)

**110.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Trollbert's solution](#)

**111.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[Trollbert's solution](#)

**112.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Trollbert's solution](#)

**113.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
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**114.**

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[Trollbert's solution](#)

**115.**

1895A

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[Trollbert's solution](#)

**116.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Trollbert's solution](#)

**117.**

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[Trollbert's solution](#)

**118.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**119.**

1891A

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

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Trollbert's solution](#)

**120.**

791A

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

Quality: 257,206 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**121.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,308 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Trollbert's solution](#)

**122.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,309 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Trollbert's solution](#)

**123.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**124.**

1878A

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

Quality: 78,660 global accepts · Rating: 800 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**125.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Trollbert's solution](#)

**126.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,711 global accepts · Rating: 800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Trollbert's solution](#)

**127.**

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Trollbert's solution](#)

**128.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,176 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Trollbert's solution](#)

**129.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,344 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Trollbert's solution](#)

**130.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**131.**

266A

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

Quality: 244,542 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Trollbert's solution](#)

**132.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Trollbert's solution](#)

**133.**

281A

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

Quality: 270,969 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**134.**

339A

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Quality: 275,328 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Trollbert's solution](#)

**135.**

112A

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

Quality: 287,234 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**136.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Trollbert's solution](#)

**137.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Trollbert's solution](#)

**138.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,688 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**139.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation

[Trollbert's solution](#)

**140.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Trollbert's solution](#)

**141.**

71A

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

Quality: 503,222 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Trollbert's solution](#)

**142.**

1864A

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

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

[Trollbert's solution](#)

**143.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,983 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**144.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,265 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[Trollbert's solution](#)

**145.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,404 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Trollbert's solution](#)

**146.**

1688B

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

Quality: 19,007 global accepts · Rating: 800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Trollbert's solution](#)

**147.**

1688A

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

Quality: 23,490 global accepts · Rating: 800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Trollbert's solution](#)

**148.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,916 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**149.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-08-07 · Python 3 (first AC) · Tags: games, math

[Trollbert's solution](#)

**150.**

1844A

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Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-08-06 · Python 3 (first AC) · Tags: constructive algorithms, games

[Trollbert's solution](#)

**151.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Trollbert's solution](#)

**152.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-08-03 · Python 3 (first AC) · Tags: constructive algorithms, games

[Trollbert's solution](#)

**153.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**154.**

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Trollbert's solution](#)

**155.**

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-30 · Python 3 (first AC) · Tags: brute force, implementation, strings

[Trollbert's solution](#)

**156.**

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**157.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,058 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Trollbert's solution](#)

**158.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**159.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**160.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,485 global accepts · Rating: 800 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Trollbert's solution](#)

**161.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,598 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[Trollbert's solution](#)

**162.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Trollbert's solution](#)

**163.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**164.**

1490A

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Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Trollbert's solution](#)

**165.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[Trollbert's solution](#)

**166.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Trollbert's solution](#)

**167.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Trollbert's solution](#)

**168.**

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Trollbert's solution](#)

**169.**

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Trollbert's solution](#)

**170.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Trollbert's solution](#)

**171.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[Trollbert's solution](#)

**172.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**173.**

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**174.**

1234A

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Quality: 29,553 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**175.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Trollbert's solution](#)

**176.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Trollbert's solution](#)

**177.**

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**178.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Trollbert's solution](#)

**179.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Trollbert's solution](#)

**180.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**181.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**182.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Trollbert's solution](#)

**183.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Trollbert's solution](#)

**184.**

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**185.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,060 global accepts · Rating: 800 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**186.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**187.**

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**188.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**189.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**190.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**191.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,374 global accepts · Rating: 900 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Trollbert's solution](#)

**192.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Trollbert's solution](#)

**193.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,748 global accepts · Rating: 900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Trollbert's solution](#)

**194.**

2136B

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greedy, two pointers

[Trollbert's solution](#)

**195.**

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**196.**

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-21 · last AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Trollbert's solution](#)

**197.**

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Trollbert's solution](#)

**198.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**199.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**200.**

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Trollbert's solution](#)

**201.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**202.**

2007B

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

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Trollbert's solution](#)

**203.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[Trollbert's solution](#)

**204.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,405 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**205.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**206.**

1971C

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

Quality: 41,574 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**207.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[Trollbert's solution](#)

**208.**

1771A

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

Quality: 25,301 global accepts · Rating: 900 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Trollbert's solution](#)

**209.**

1779B

[MKnez's Constructive Forces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**210.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Trollbert's solution](#)

**211.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Trollbert's solution](#)

**212.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,300 global accepts · Rating: 900 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**213.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**214.**

1927B

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

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Trollbert's solution](#)

**215.**

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Trollbert's solution](#)

**216.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,893 global accepts · Rating: 900 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Trollbert's solution](#)

## 217.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,376 global accepts · Rating: 900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Trollbert's solution](#)

## 218.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,601 global accepts · Rating: 900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

## 219.

1915D

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

Quality: 35,083 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Trollbert's solution](#)

## 220.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Trollbert's solution](#)

## 221.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

## 222.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Trollbert's solution](#)

## 223.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Trollbert's solution](#)

## 224.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[Trollbert's solution](#)

## 225.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Trollbert's solution](#)

## 226.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Trollbert's solution](#)

## 227.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**228.**

1878C

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

Quality: 57,640 global accepts · Rating: 900 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**229.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,054 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**230.**

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**231.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**232.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Trollbert's solution](#)

**233.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,582 global accepts · Rating: 900 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Trollbert's solution](#)

**234.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**235.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,328 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**236.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Trollbert's solution](#)

**237.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Trollbert's solution](#)

**238.**

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**239.**

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Trollbert's solution](#)

**240.**

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**241.**

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**242.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[Trollbert's solution](#)

**243.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**244.**

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**245.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Trollbert's solution](#)

**246.**

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**247.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Trollbert's solution](#)

**248.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**249.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**250.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**251.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Trollbert's solution](#)

**252.**

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Trollbert's solution](#)

**253.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**254.**

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Trollbert's solution](#)

**255.**

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Trollbert's solution](#)

**256.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Trollbert's solution](#)

**257.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**258.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**259.**

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Trollbert's solution](#)

**260.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Trollbert's solution](#)

**261.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[Trollbert's solution](#)

**262.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,244 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[Trollbert's solution](#)

**263.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Trollbert's solution](#)

**264.**

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings  
[Trollbert's solution](#)

**265.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,539 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[Trollbert's solution](#)

**266.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,311 global accepts · Rating: 1000 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[Trollbert's solution](#)

**267.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[Trollbert's solution](#)

**268.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Trollbert's solution](#)

**269.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Trollbert's solution](#)

**270.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[Trollbert's solution](#)

**271.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[Trollbert's solution](#)

**272.**

1859B

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

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Trollbert's solution](#)

**273.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Trollbert's solution](#)

**274.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-08-03 · Python 3 (first AC) · Tags: implementation  
[Trollbert's solution](#)

**275.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers  
[Trollbert's solution](#)

**276.**

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[Trollbert's solution](#)

**277.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · last AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[Trollbert's solution](#)

**278.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Trollbert's solution](#)

**279.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Trollbert's solution](#)

**280.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**281.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Trollbert's solution](#)

**282.**

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**283.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Trollbert's solution](#)

**284.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**285.**

1241B

[Strings Equalization](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-06 · last AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Trollbert's solution](#)

**286.**

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**287.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**288.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**289.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,575 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Trollbert's solution](#)

**290.**

1177A

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

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**291.**

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[Trollbert's solution](#)

**292.**

1165B

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

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Trollbert's solution](#)

**293.**

1155A

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

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Trollbert's solution](#)

**294.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**295.**

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,700 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**296.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**297.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**298.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Trollbert's solution](#)

**299.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,400 global accepts · Rating: 1100 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Trollbert's solution](#)

**300.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Trollbert's solution](#)

**301.**

2138A

[Cake Assignment](#) · [Tutorial](#)

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

[Trollbert's solution](#)

**302.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Trollbert's solution](#)

**303.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Trollbert's solution](#)

**304.**

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Trollbert's solution](#)

**305.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Trollbert's solution](#)

**306.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-27 · Kotlin 1.9 (first AC) · Tags: brute force, greedy

[Trollbert's solution](#)

**307.**

2025B

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

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Trollbert's solution](#)

**308.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Trollbert's solution](#)

**309.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Trollbert's solution](#)

**310.**

706B

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

Quality: 84,437 global accepts · Rating: 1100 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[Trollbert's solution](#)

**311.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Trollbert's solution](#)

**312.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Trollbert's solution](#)

**313.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[Trollbert's solution](#)

**314.**

1826B

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

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**315.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Trollbert's solution](#)

**316.**

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Trollbert's solution](#)

**317.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Trollbert's solution](#)

**318.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Trollbert's solution](#)

**319.**

1708B

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

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**320.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Trollbert's solution](#)

**321.**

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Trollbert's solution](#)

**322.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Trollbert's solution](#)

**323.**

1917B

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

Quality: 36,353 global accepts · Rating: 1100 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Trollbert's solution](#)

### 324.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[Trollbert's solution](#)

### 325.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Trollbert's solution](#)

### 326.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

### 327.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Trollbert's solution](#)

### 328.

1899B

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

Quality: 33,355 global accepts · Rating: 1100 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[Trollbert's solution](#)

### 329.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

### 330.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

### 331.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Trollbert's solution](#)

### 332.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,013 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Trollbert's solution](#)

### 333.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Trollbert's solution](#)

**334.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,719 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Trollbert's solution](#)

**335.**

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**336.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Trollbert's solution](#)

**337.**

1862C

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

Quality: 23,084 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Trollbert's solution](#)

**338.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

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

[Trollbert's solution](#)

**339.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Trollbert's solution](#)

**340.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**341.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,008 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers

[Trollbert's solution](#)

**342.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Trollbert's solution](#)

**343.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · last AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Trollbert's solution](#)

**344.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**345.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**346.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Trollbert's solution](#)

**347.**

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Trollbert's solution](#)

**348.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**349.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**350.**

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Trollbert's solution](#)

**351.**

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**352.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Trollbert's solution](#)

**353.**

2189B

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

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Trollbert's solution](#)

**354.**

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[Trollbert's solution](#)

**355.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[Trollbert's solution](#)

**356.**

2178C

[First or Second](#) · [Tutorial](#)

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

**357.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[Trollbert's solution](#)

**358.**

2121C

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

Quality: 21,743 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[Trollbert's solution](#)

**359.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[Trollbert's solution](#)

**360.**

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,639 global accepts · Rating: 1200 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[Trollbert's solution](#)

**361.**

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy  
[Trollbert's solution](#)

**362.**

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[Trollbert's solution](#)

**363.**

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[Trollbert's solution](#)

**364.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Trollbert's solution](#)

**365.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math  
[Trollbert's solution](#)

**366.**

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[Trollbert's solution](#)

**367.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Trollbert's solution](#)

**368.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[Trollbert's solution](#)

**369.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[Trollbert's solution](#)

**370.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[Trollbert's solution](#)

**371.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[Trollbert's solution](#)

**372.**

1834C

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

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings  
[Trollbert's solution](#)

**373.**

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Trollbert's solution](#)

**374.**

1945C

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

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Trollbert's solution](#)

**375.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Trollbert's solution](#)

**376.**

1926C

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

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Trollbert's solution](#)

**377.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Trollbert's solution](#)

**378.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Trollbert's solution](#)

**379.**

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Trollbert's solution](#)

**380.**

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Trollbert's solution](#)

**381.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Trollbert's solution](#)

**382.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Trollbert's solution](#)

**383.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**384.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Trollbert's solution](#)

**385.**

1734C

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

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**386.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Trollbert's solution](#)

**387.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,560 global accepts · Rating: 1200 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Trollbert's solution](#)

**388.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Trollbert's solution](#)

**389.**

1872D

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

Quality: 38,822 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Trollbert's solution](#)

**390.**

1859C

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

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

[Trollbert's solution](#)

**391.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Trollbert's solution](#)

**392.**

1857C

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

Quality: 41,751 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Trollbert's solution](#)

**393.**

1848B

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

Quality: 24,404 global accepts · Rating: 1200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Trollbert's solution](#)

**394.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Trollbert's solution](#)

**395.**

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,727 global accepts · Rating: 1200 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Trollbert's solution](#)

**396.**

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · last AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Trollbert's solution](#)

**397.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,686 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**398.**

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**399.**

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[Trollbert's solution](#)

**400.**

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-11-06 · last AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Trollbert's solution](#)

**401.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**402.**

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Trollbert's solution](#)

**403.**

1150C

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

Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Trollbert's solution](#)

**404.**

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Trollbert's solution](#)

**405.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**406.**

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**407.**

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Trollbert's solution](#)

**408.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**409.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Trollbert's solution](#)

**410.**

1011B

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

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Trollbert's solution](#)

**411.**

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**412.**

2201A1

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

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Trollbert's solution](#)

**413.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Trollbert's solution](#)

**414.**

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Trollbert's solution](#)

**415.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**416.**

2172M

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

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Trollbert's solution](#)

**417.**

2150A

[Incremental Path](#) · [Tutorial](#)

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

[Trollbert's solution](#)

**418.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Trollbert's solution](#)

**419.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,727 global accepts · Rating: 1300 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Trollbert's solution](#)

**420.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Trollbert's solution](#)

**421.**

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Trollbert's solution](#)

**422.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Trollbert's solution](#)

**423.**

1694C

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

Rating: 1300 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**424.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Trollbert's solution](#)

**425.**

1955C

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

Quality: 24,499 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Trollbert's solution](#)

**426.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Trollbert's solution](#)

**427.**

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**428.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Trollbert's solution](#)

**429.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Trollbert's solution](#)

**430.**

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Trollbert's solution](#)

**431.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Trollbert's solution](#)

**432.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Trollbert's solution](#)

**433.**

1816C

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

Rating: 1300 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Trollbert's solution](#)

**434.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,522 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Trollbert's solution](#)

**435.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Trollbert's solution](#)

**436.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Trollbert's solution](#)

**437.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

schedules, two pointers

[Trollbert's solution](#)

**438.**

1733C

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

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Trollbert's solution](#)

**439.**

1900C

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

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Trollbert's solution](#)

**440.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Trollbert's solution](#)

**441.**

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Trollbert's solution](#)

**442.**

1890C

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

Rating: 1300 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Trollbert's solution](#)

**443.**

1882B

[Sets and Union](#) · [Tutorial](#)

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

[Trollbert's solution](#)

**444.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Trollbert's solution](#)

**445.**

1869C

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

Rating: 1300 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**446.**

1864C

[Divisor Chain](#) · [Tutorial](#)

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

[Trollbert's solution](#)

**447.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Trollbert's solution](#)

**448.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,319 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Trollbert's solution](#)

**449.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Trollbert's solution](#)

**450.**

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Trollbert's solution](#)

**451.**

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Trollbert's solution](#)

**452.**

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**453.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Trollbert's solution](#)

**454.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,900 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Trollbert's solution](#)

**455.**

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Trollbert's solution](#)

**456.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**457.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**458.**

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[Trollbert's solution](#)

**459.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Trollbert's solution](#)

**460.**

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Trollbert's solution](#)

**461.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**462.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Trollbert's solution](#)

**463.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**464.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**465.**

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**466.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Trollbert's solution](#)

**467.**

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Trollbert's solution](#)

**468.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**469.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,135 global accepts · Rating: 1300 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Trollbert's solution](#)

**470.**

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**471.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

**472.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1400 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Trollbert's solution](#)

**473.**

1191C

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

Rating: 1400 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Trollbert's solution](#)

**474.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, matrices

[Trollbert's solution](#)

**475.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Trollbert's solution](#)

**476.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[Trollbert's solution](#)

**477.**

2111D

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

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Trollbert's solution](#)

**478.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,646 global accepts · Rating: 1400 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Trollbert's solution](#)

**479.**

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, strings

[Trollbert's solution](#)

**480.**

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation

[Trollbert's solution](#)

**481.**

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Trollbert's solution](#)

**482.**

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Trollbert's solution](#)

**483.**

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Trollbert's solution](#)

**484.**

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Trollbert's solution](#)

**485.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**486.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Trollbert's solution](#)

**487.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[Trollbert's solution](#)

**488.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Trollbert's solution](#)

**489.**

1771B

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

Quality: 21,331 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Trollbert's solution](#)

**490.**

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Trollbert's solution](#)

**491.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**492.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Trollbert's solution](#)

**493.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[Trollbert's solution](#)

**494.**

1825C

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

Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Trollbert's solution](#)

**495.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,542 global accepts · Rating: 1400 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Trollbert's solution](#)

**496.**

1831C

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

Rating: 1400 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Trollbert's solution](#)

**497.**

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Trollbert's solution](#)

**498.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Trollbert's solution](#)

**499.**

1860C

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

Quality: 15,562 global accepts · Rating: 1400 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[Trollbert's solution](#)

**500.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[Trollbert's solution](#)

**501.**

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Trollbert's solution](#)

**502.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,569 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms  
[Trollbert's solution](#)

**503.**

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Trollbert's solution](#)

**504.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[Trollbert's solution](#)

**505.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Trollbert's solution](#)

**506.**

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[Trollbert's solution](#)

**507.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[Trollbert's solution](#)

**508.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[Trollbert's solution](#)

**509.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[Trollbert's solution](#)

**510.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Trollbert's solution](#)

**511.**

1866B

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

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

[Trollbert's solution](#)

**512.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Trollbert's solution](#)

**513.**

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Trollbert's solution](#)

**514.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**515.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Trollbert's solution](#)

**516.**

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Trollbert's solution](#)

**517.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Trollbert's solution](#)

**518.**

1320A

[Journey Planning](#) · [Tutorial](#)

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

[Trollbert's solution](#)

**519.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**520.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Trollbert's solution](#)

**521.**

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Trollbert's solution](#)

**522.**

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Trollbert's solution](#)

**523.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Trollbert's solution](#)

**524.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Trollbert's solution](#)

**525.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Trollbert's solution](#)

**526.**

2205C

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

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Trollbert's solution](#)

**527.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, strings

[Trollbert's solution](#)

**528.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2026-01-23 · Python 3 (first AC) · Tags: greedy, implementation, strings

[Trollbert's solution](#)

**529.**

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Trollbert's solution](#)

**530.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Trollbert's solution](#)

**531.**

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Trollbert's solution](#)

**532.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-11-27 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Trollbert's solution](#)

**533.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**534.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**535.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**536.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Trollbert's solution](#)

**537.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[Trollbert's solution](#)

**538.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Trollbert's solution](#)

**539.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Trollbert's solution](#)

**540.**

1711C

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

Rating: 1500 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Trollbert's solution](#)

**541.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Trollbert's solution](#)

**542.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Trollbert's solution](#)

**543.**

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Trollbert's solution](#)

**544.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**545.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Trollbert's solution](#)

**546.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Trollbert's solution](#)

**547.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Trollbert's solution](#)

**548.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Trollbert's solution](#)

**549.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Trollbert's solution](#)

**550.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Trollbert's solution](#)

**551.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Trollbert's solution](#)

**552.**

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Trollbert's solution](#)

**553.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Trollbert's solution](#)

**554.**

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Trollbert's solution](#)

**555.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Trollbert's solution](#)

**556.**

1440C1

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

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

[Trollbert's solution](#)

**557.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Trollbert's solution](#)

**558.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Trollbert's solution](#)

**559.**

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Trollbert's solution](#)

**560.**

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**561.**

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Trollbert's solution](#)

**562.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[Trollbert's solution](#)

**563.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[Trollbert's solution](#)

**564.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, sortings

[Trollbert's solution](#)

**565.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Trollbert's solution](#)

**566.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Trollbert's solution](#)

**567.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**568.**

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Trollbert's solution](#)

**569.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Trollbert's solution](#)

**570.**

1968E

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

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**571.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Trollbert's solution](#)

**572.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Trollbert's solution](#)

**573.**

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Trollbert's solution](#)

**574.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Trollbert's solution](#)

**575.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Trollbert's solution](#)

**576.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Trollbert's solution](#)

**577.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Trollbert's solution](#)

**578.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math

[Trollbert's solution](#)

**579.**

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Trollbert's solution](#)

**580.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Trollbert's solution](#)

**581.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,793 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[Trollbert's solution](#)

**582.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Trollbert's solution](#)

**583.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Trollbert's solution](#)

**584.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Trollbert's solution](#)

**585.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Trollbert's solution](#)

**586.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Trollbert's solution](#)

**587.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Trollbert's solution](#)

**588.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Trollbert's solution](#)

**589.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Trollbert's solution](#)

**590.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1600 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[Trollbert's solution](#)

**591.**

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Trollbert's solution](#)

**592.**

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,288 global accepts · Rating: 1600 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Trollbert's solution](#)

**593.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Trollbert's solution](#)

**594.**

2201A2

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

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Trollbert's solution](#)

**595.**

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**596.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Trollbert's solution](#)

**597.**

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Trollbert's solution](#)

**598.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Trollbert's solution](#)

**599.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Trollbert's solution](#)

**600.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Trollbert's solution](#)

**601.**

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Trollbert's solution](#)

**602.**

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**603.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Trollbert's solution](#)

**604.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs

[Trollbert's solution](#)

**605.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-28 · Kotlin 1.9 (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Trollbert's solution](#)

**606.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Trollbert's solution](#)

**607.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**608.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**609.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Trollbert's solution](#)

**610.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Trollbert's solution](#)

**611.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[Trollbert's solution](#)

**612.**

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Trollbert's solution](#)

**613.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Trollbert's solution](#)

**614.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Trollbert's solution](#)

**615.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Trollbert's solution](#)

**616.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Trollbert's solution](#)

**617.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[Trollbert's solution](#)

**618.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Trollbert's solution](#)

**619.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Trollbert's solution](#)

**620.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Trollbert's solution](#)

**621.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**622.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Trollbert's solution](#)

**623.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Trollbert's solution](#)

**624.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Trollbert's solution](#)

**625.**

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings

[Trollbert's solution](#)

**626.**

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Trollbert's solution](#)

**627.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Trollbert's solution](#)

**628.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Trollbert's solution](#)

**629.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**630.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Trollbert's solution](#)

**631.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Trollbert's solution](#)

**632.**

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Trollbert's solution](#)

**633.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**634.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Trollbert's solution](#)

**635.**

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**636.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Trollbert's solution](#)

**637.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Trollbert's solution](#)

**638.**

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Trollbert's solution](#)

**639.**

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[Trollbert's solution](#)

**640.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Trollbert's solution](#)

**641.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Trollbert's solution](#)

**642.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force

[Trollbert's solution](#)

**643.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Trollbert's solution](#)

**644.**

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Trollbert's solution](#)

**645.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Trollbert's solution](#)

**646.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Trollbert's solution](#)

**647.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Trollbert's solution](#)

**648.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Trollbert's solution](#)

**649.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Trollbert's solution](#)

**650.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Trollbert's solution](#)

**651.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Trollbert's solution](#)

**652.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Trollbert's solution](#)

**653.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[Trollbert's solution](#)

**654.**

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
[Trollbert's solution](#)

**655.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules  
[Trollbert's solution](#)

**656.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[Trollbert's solution](#)

**657.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math  
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**658.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings  
[Trollbert's solution](#)

**659.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math  
[Trollbert's solution](#)

**660.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings  
[Trollbert's solution](#)

**661.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers  
[Trollbert's solution](#)

**662.**

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Trollbert's solution](#)

**663.**

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Trollbert's solution](#)

**664.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Trollbert's solution](#)

**665.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Trollbert's solution](#)

**666.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Trollbert's solution](#)

**667.**

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Trollbert's solution](#)

**668.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Trollbert's solution](#)

**669.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Trollbert's solution](#)

**670.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Trollbert's solution](#)

**671.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Trollbert's solution](#)

**672.**

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Trollbert's solution](#)

**673.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Trollbert's solution](#)

**674.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Trollbert's solution](#)

**675.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Trollbert's solution](#)

**676.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Trollbert's solution](#)

**677.**

1177B

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

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation

[Trollbert's solution](#)

**678.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Trollbert's solution](#)

**679.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Trollbert's solution](#)

**680.**

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2026-02-02 · last AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[Trollbert's solution](#)

**681.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2026-02-06 · last AC: 2026-02-12 · Kotlin 2.2 (first AC) · Tags: brute force, greedy, implementation, strings

[Trollbert's solution](#)

**682.**

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[Trollbert's solution](#)

**683.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Trollbert's solution](#)

**684.**

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation

[Trollbert's solution](#)

**685.**

1649E

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

Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, math

[Trollbert's solution](#)

**686.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Trollbert's solution](#)

**687.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Trollbert's solution](#)

**688.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Trollbert's solution](#)

**689.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: matrices

[Trollbert's solution](#)

**690.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Trollbert's solution](#)

**691.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Trollbert's solution](#)

**692.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Trollbert's solution](#)

**693.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Trollbert's solution](#)

**694.**

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Trollbert's solution](#)

**695.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Trollbert's solution](#)

**696.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Trollbert's solution](#)

**697.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[Trollbert's solution](#)

**698.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Trollbert's solution](#)

**699.**

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Trollbert's solution](#)

**700.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Trollbert's solution](#)

**701.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Trollbert's solution](#)

**702.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Trollbert's solution](#)

### 703.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Trollbert's solution](#)

### 704.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Trollbert's solution](#)

### 705.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Trollbert's solution](#)

### 706.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Trollbert's solution](#)

### 707.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Trollbert's solution](#)

### 708.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Trollbert's solution](#)

### 709.

1918D

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

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Trollbert's solution](#)

### 710.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Trollbert's solution](#)

### 711.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Trollbert's solution](#)

### 712.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu,

implementation, math

[Trollbert's solution](#)

**713.**

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Trollbert's solution](#)

**714.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Trollbert's solution](#)

**715.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Trollbert's solution](#)

**716.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Trollbert's solution](#)

**717.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Trollbert's solution](#)

**718.**

1888D2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Trollbert's solution](#)

**719.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Trollbert's solution](#)

**720.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Trollbert's solution](#)

**721.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Trollbert's solution](#)

**722.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy,

implementation, strings

[Trollbert's solution](#)

**723.**

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**724.**

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[Trollbert's solution](#)

**725.**

1440C2

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

Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Trollbert's solution](#)

**726.**

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Trollbert's solution](#)

**727.**

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Trollbert's solution](#)

**728.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2026-02-06 · Kotlin 2.2 (first AC) · Tags: combinatorics, greedy

[Trollbert's solution](#)

**729.**

1191F

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Trollbert's solution](#)

**730.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Trollbert's solution](#)

**731.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[Trollbert's solution](#)

**732.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Trollbert's solution](#)

**733.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Trollbert's solution](#)

**734.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Trollbert's solution](#)

**735.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Trollbert's solution](#)

**736.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[Trollbert's solution](#)

**737.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Trollbert's solution](#)

**738.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Trollbert's solution](#)

**739.**

697E

[PLEASE](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Trollbert's solution](#)

**740.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, schedules

[Trollbert's solution](#)

**741.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Trollbert's solution](#)

**742.**

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Trollbert's solution](#)

**743.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Trollbert's solution](#)

**744.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Trollbert's solution](#)

**745.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Trollbert's solution](#)

**746.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Trollbert's solution](#)

**747.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Trollbert's solution](#)

**748.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Trollbert's solution](#)

**749.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Trollbert's solution](#)

**750.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Trollbert's solution](#)

**751.**

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Trollbert's solution](#)

**752.**

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math

[Trollbert's solution](#)

**753.**

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Trollbert's solution](#)

**754.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Trollbert's solution](#)

**755.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2000 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[Trollbert's solution](#)

**756.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Trollbert's solution](#)

**757.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Trollbert's solution](#)

**758.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Trollbert's solution](#)

**759.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Trollbert's solution](#)

**760.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Trollbert's solution](#)

**761.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Trollbert's solution](#)

**762.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Trollbert's solution](#)

**763.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Trollbert's solution](#)

**764.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Trollbert's solution](#)

**765.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Trollbert's solution](#)

**766.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2026-02-06 · Kotlin 2.2 (first AC) · Tags: binary search, greedy, two pointers

[Trollbert's solution](#)

**767.**

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[Trollbert's solution](#)

**768.**

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Trollbert's solution](#)

**769.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Trollbert's solution](#)

**770.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Trollbert's solution](#)

**771.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Trollbert's solution](#)

**772.**

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Trollbert's solution](#)

**773.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[Trollbert's solution](#)

**774.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Trollbert's solution](#)

**775.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Trollbert's solution](#)

**776.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Trollbert's solution](#)

**777.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Trollbert's solution](#)

**778.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Trollbert's solution](#)

**779.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Trollbert's solution](#)

**780.**

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Trollbert's solution](#)

**781.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[Trollbert's solution](#)

**782.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Trollbert's solution](#)

**783.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Trollbert's solution](#)

**784.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Trollbert's solution](#)

**785.**

1732C2

[Sheikh \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Trollbert's solution](#)

**786.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Trollbert's solution](#)

**787.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Trollbert's solution](#)

**788.**

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Trollbert's solution](#)

**789.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[Trollbert's solution](#)

**790.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Trollbert's solution](#)

**791.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Trollbert's solution](#)

**792.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Trollbert's solution](#)

**793.**

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Trollbert's solution](#)

**794.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Trollbert's solution](#)

**795.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Trollbert's solution](#)

**796.**

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Trollbert's solution](#)

**797.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Trollbert's solution](#)

**798.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Trollbert's solution](#)

**799.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Trollbert's solution](#)

**800.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Trollbert's solution](#)

**801.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Trollbert's solution](#)

**802.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Trollbert's solution](#)

**803.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Trollbert's solution](#)

**804.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Trollbert's solution](#)

**805.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Trollbert's solution](#)

**806.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Trollbert's solution](#)

**807.**

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[Trollbert's solution](#)

**808.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Trollbert's solution](#)

**809.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Trollbert's solution](#)

**810.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Trollbert's solution](#)

**811.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Trollbert's solution](#)

**812.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Trollbert's solution](#)

**813.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Trollbert's solution](#)

**814.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

[Trollbert's solution](#)

**815.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Trollbert's solution](#)

**816.**

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Trollbert's solution](#)

**817.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Trollbert's solution](#)

**818.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Trollbert's solution](#)

**819.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Trollbert's solution](#)

**820.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Trollbert's solution](#)

**821.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Trollbert's solution](#)

**822.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Trollbert's solution](#)

**823.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Trollbert's solution](#)

**824.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Trollbert's solution](#)

**825.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Trollbert's solution](#)

**826.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Trollbert's solution](#)

**827.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Trollbert's solution](#)

**828.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Trollbert's solution](#)

**829.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Trollbert's solution](#)

**830.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Trollbert's solution](#)

**831.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Trollbert's solution](#)

**832.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Trollbert's solution](#)

**833.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Trollbert's solution](#)

**834.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Trollbert's solution](#)

**835.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Trollbert's solution](#)

**836.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Trollbert's solution](#)

**837.**

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Trollbert's solution](#)

**838.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Trollbert's solution](#)

**839.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Trollbert's solution](#)

**840.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Trollbert's solution](#)

**841.**

1191E

[Tokitsukaze and Duel](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[Trollbert's solution](#)

**842.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Trollbert's solution](#)

**843.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[Trollbert's solution](#)

**844.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Trollbert's solution](#)

**845.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Trollbert's solution](#)

**846.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Trollbert's solution](#)

**847.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Trollbert's solution](#)

**848.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[Trollbert's solution](#)

**849.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Trollbert's solution](#)

**850.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Trollbert's solution](#)

**851.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Trollbert's solution](#)

**852.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Trollbert's solution](#)

**853.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Trollbert's solution](#)

**854.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Trollbert's solution](#)

**855.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers

[Trollbert's solution](#)

**856.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Trollbert's solution](#)

**857.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Trollbert's solution](#)

**858.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[Trollbert's solution](#)

**859.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Trollbert's solution](#)

**860.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Trollbert's solution](#)

**861.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Trollbert's solution](#)

**862.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Trollbert's solution](#)

**863.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Trollbert's solution](#)

**864.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Trollbert's solution](#)

**865.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Trollbert's solution](#)

**866.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Trollbert's solution](#)

**867.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Trollbert's solution](#)

**868.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Trollbert's solution](#)

**869.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Trollbert's solution](#)

**870.**

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Trollbert's solution](#)

**871.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Trollbert's solution](#)

**872.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Trollbert's solution](#)

**873.**

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Trollbert's solution](#)

**874.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Trollbert's solution](#)

**875.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[Trollbert's solution](#)

**876.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Trollbert's solution](#)

**877.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Trollbert's solution](#)

**878.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Trollbert's solution](#)

**879.**

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Trollbert's solution](#)

**880.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Trollbert's solution](#)

**881.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[Trollbert's solution](#)

**882.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Trollbert's solution](#)

**883.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Trollbert's solution](#)

**884.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Trollbert's solution](#)

**885.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Trollbert's solution](#)

**886.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Trollbert's solution](#)

**887.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Trollbert's solution](#)

**888.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Trollbert's solution](#)

**889.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Trollbert's solution](#)

**890.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Trollbert's solution](#)

**891.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Trollbert's solution](#)

**892.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Trollbert's solution](#)

**893.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Trollbert's solution](#)

**894.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**895.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Trollbert's solution](#)

**896.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Trollbert's solution](#)

**897.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Trollbert's solution](#)

**898.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Trollbert's solution](#)

**899.**

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Trollbert's solution](#)

**900.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Trollbert's solution](#)

**901.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Trollbert's solution](#)

**902.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Trollbert's solution](#)

**903.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[Trollbert's solution](#)

**904.**

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Trollbert's solution](#)

**905.**

1831E

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[Trollbert's solution](#)

**906.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Trollbert's solution](#)

**907.**

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[Trollbert's solution](#)

**908.**

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Trollbert's solution](#)

**909.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[Trollbert's solution](#)

**910.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Trollbert's solution](#)

**911.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Trollbert's solution](#)

**912.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Trollbert's solution](#)

**913.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Trollbert's solution](#)

**914.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, sortings

[Trollbert's solution](#)

**915.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Trollbert's solution](#)

**916.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Trollbert's solution](#)

**917.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Trollbert's solution](#)

**918.**

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Trollbert's solution](#)

**919.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Trollbert's solution](#)

**920.**

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Trollbert's solution](#)

**921.**

697F

[Legen...](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings

[Trollbert's solution](#)

**922.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[Trollbert's solution](#)

**923.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Trollbert's solution](#)

**924.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Trollbert's solution](#)

**925.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Trollbert's solution](#)

**926.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Trollbert's solution](#)

**927.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Trollbert's solution](#)

**928.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Trollbert's solution](#)

**929.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Trollbert's solution](#)

**930.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Trollbert's solution](#)

**931.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Trollbert's solution](#)

**932.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Trollbert's solution](#)

**933.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · last AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[Trollbert's solution](#)

**934.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Trollbert's solution](#)

**935.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Trollbert's solution](#)

**936.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Trollbert's solution](#)

**937.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Trollbert's solution](#)

**938.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Trollbert's solution](#)

**939.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Trollbert's solution](#)

**940.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Trollbert's solution](#)

**941.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Trollbert's solution](#)

**942.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Trollbert's solution](#)

**943.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Trollbert's solution](#)

**944.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Trollbert's solution](#)

**945.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Trollbert's solution](#)

**946.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Trollbert's solution](#)

**947.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Trollbert's solution](#)

**948.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Trollbert's solution](#)

**949.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Trollbert's solution](#)

**950.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Trollbert's solution](#)

**951.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Trollbert's solution](#)

**952.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices

[Trollbert's solution](#)

**953.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Trollbert's solution](#)

**954.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Trollbert's solution](#)

**955.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Trollbert's solution](#)

**956.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Trollbert's solution](#)

**957.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[Trollbert's solution](#)

**958.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Trollbert's solution](#)

**959.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Trollbert's solution](#)

**960.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Trollbert's solution](#)

**961.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Trollbert's solution](#)

**962.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Trollbert's solution](#)

**963.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Trollbert's solution](#)

**964.**

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Trollbert's solution](#)

**965.**

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[Trollbert's solution](#)

**966.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Trollbert's solution](#)

**967.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Trollbert's solution](#)

**968.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[Trollbert's solution](#)

**969.**

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[Trollbert's solution](#)

**970.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Trollbert's solution](#)

**971.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Trollbert's solution](#)

**972.**

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, trees

[Trollbert's solution](#)

**973.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[Trollbert's solution](#)

**974.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Trollbert's solution](#)

**975.**

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Trollbert's solution](#)

**976.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Trollbert's solution](#)

**977.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[Trollbert's solution](#)

**978.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Trollbert's solution](#)

**979.**

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[Trollbert's solution](#)

**980.**

106268J

[ICPC Board](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**981.**

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**982.**

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**983.**

106268D

[Decompose and Concatenate](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**984.**

104813C

[Karshilov's Matching Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**985.**

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**986.**

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**987.**

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**988.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**989.**

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · Python 3 (first AC) · Tags: —

[Trollbert's solution](#)

**990.**

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**991.**

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**992.**

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**993.**

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**994.**

106178D

[Displaying Decimals](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**995.**

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**996.**

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**997.**

106178B

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

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**998.**

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**999.**

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1000.**

106178F

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

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1001.**

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1002.**

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1003.**

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1004.**

101164K

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1005.**

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1006.**

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1007.**

101164C

[Castle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1008.**

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1009.**

106161M

[Meeting for Meals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1010.**

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1011.**

106161D

[Deductive Snooker Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1012.**

106161K

[K-Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1013.**

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1014.**

106161B

[Blood Memories](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1015.**

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1016.**

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1017.**

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1018.**

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1019.**

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1020.**

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1021.**

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1022.**

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1023.**

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1024.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1025.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1026.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1027.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1028.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1029.**

106144I

[Remove Colors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1030.**

106144D

[Gooseberry](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1031.**

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1032.**

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1033.**

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1034.**

106144L

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

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1035.**

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1036.**

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1037.**

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1038.**

106144G

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

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1039.**

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1040.**

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1041.**

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1042.**

106124J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1043.**

106124H

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

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1044.**

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1045.**

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1046.**

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1047.**

106124I

[Instagraph](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1048.**

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1049.**

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1050.**

106124C

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

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1051.**

106124A

[Arithmetic Adaptation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1052.**

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1053.**

106129C

[Congklak](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1054.**

106129I

[Island Urbanism](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1055.**

106129E

[Engineering Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1056.**

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1057.**

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1058.**

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1059.**

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1060.**

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1061.**

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1062.**

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1063.**

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1064.**

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1065.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1066.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1067.**

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1068.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1069.**

101630A

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

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1070.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1071.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1072.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1073.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1074.**

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1075.**

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1076.**

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1077.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1078.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1079.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1080.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1081.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1082.**

104013K

[Keys and Locks Boolean Logic](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1083.**

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1084.**

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1085.**

104013C

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Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1086.**

104013E

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Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1087.**

104013M

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Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1088.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1089.**

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1090.**

104013F

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Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1091.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1092.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1093.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1094.**

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1095.**

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1096.**

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1097.**

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1098.**

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1099.**

104011F

[First to Solve](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1100.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1101.**

104011L

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Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1102.**

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1103.**

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1104.**

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1105.**

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1106.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1107.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1108.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1109.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1110.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1111.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1112.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1113.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1114.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1115.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1116.**

104772D

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

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1117.**

104874C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1118.**

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1119.**

104874D

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

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1120.**

104874L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1121.**

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1122.**

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1123.**

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1124.**

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1125.**

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1126.**

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1127.**

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1128.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1129.**

104012J

[Joking?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1130.**

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1131.**

104012B

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

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1132.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1133.**

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1134.**

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1135.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1136.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1137.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1138.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1139.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1140.**

101620D

[Donut Drone](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1141.**

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1142.**

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1143.**

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1144.**

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1145.**

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1146.**

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1147.**

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1148.**

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1149.**

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1150.**

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1151.**

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1152.**

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1153.**

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1154.**

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1155.**

104871A

[Attendance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1156.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1157.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1158.**

104871G

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

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1159.**

104871I

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

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1160.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1161.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1162.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1163.**

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1164.**

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1165.**

101174I

[The White Rabbit Pocket Watch](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1166.**

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1167.**

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1168.**

101174K

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

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1169.**

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1170.**

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1171.**

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1172.**

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1173.**

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1174.**

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1175.**

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1176.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1177.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1178.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1179.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1180.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1181.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1182.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1183.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1184.**

103081J

[Daisy's Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1185.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1186.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1187.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1188.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1189.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1190.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1191.**

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1192.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1193.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1194.**

101170G

[Gotta Nudge 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1195.**

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1196.**

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1197.**

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1198.**

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1199.**

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1200.**

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1201.**

101170I

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Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1202.**

101170E

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**1203.**

101170H

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Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1204.**

101485F

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Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1205.**

101485H

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Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1206.**

101485B

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Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1207.**

101485C

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Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1208.**

101485G

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Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1209.**

101485D

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Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1210.**

101485K

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Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1211.**

101485E

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Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1212.**

101485A

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Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1213.**

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1214.**

101485I

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Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1215.**

102500H

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Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1216.**

102500K

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Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1217.**

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1218.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1219.**

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1220.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1221.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1222.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1223.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1224.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1225.**

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1226.**

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1227.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1228.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1229.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1230.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1231.**

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1232.**

103049C

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

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1233.**

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1234.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1235.**

104797I

[Regional development](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1236.**

104797E

[Fishing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1237.**

104797A

[Airline](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1238.**

104797K

[Single-track railway](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1239.**

104797F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1240.**

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1241.**

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1242.**

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1243.**

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1244.**

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1245.**

105444M

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

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1246.**

105789E

[Exciting Business Opportunities](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1247.**

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1248.**

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1249.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1250.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1251.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1252.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1253.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1254.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Trollbert's solution](#)

**1255.**

101128B

[Black Vienna](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1256.**

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1257.**

101128J

[Saint John Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1258.**

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1259.**

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1260.**

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1261.**

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1262.**

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1263.**

100443B

[It Can Be Arranged](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1264.**

100443E

[Joe is learning to speak](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1265.**

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1266.**

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1267.**

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1268.**

100443D

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Rating: — · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1269.**

100443I

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Rating: — · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1270.**

100443C

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Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1271.**

100783H

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Rating: — · first AC: 2025-02-11 · last AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1272.**

100783G

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Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1273.**

100783E

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Rating: — · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1274.**

100783I

[The Safe Secret](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1275.**

100783J

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Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1276.**

100783D

[Book Club](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1277.**

100783F

[City Park](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1278.**

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1279.**

100783C

[Golf Bot](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1280.**

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1281.**

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1282.**

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1283.**

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1284.**

105633I

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Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1285.**

105633K

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Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1286.**

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1287.**

105633E

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Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1288.**

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1289.**

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1290.**

101564G

[Sensor network](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1291.**

101564H

[Assembly line](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1292.**

101564C

[Comparing answers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1293.**

101564F

[Jumping monkey](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1294.**

101564I

[Locks and keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1295.**

101564A

[Lawn mower](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1296.**

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1297.**

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1298.**

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1299.**

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1300.**

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1301.**

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1302.**

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1303.**

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1304.**

102470D

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1305.**

102470J

[Stammering Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1306.**

102470G

[Slalom](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1307.**

102470F

[Haunted Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1308.**

102470C

[Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1309.**

102470B

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Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1310.**

102470A

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Rating: — · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1311.**

102470I

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Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1312.**

101810G

[Power of String](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1313.**

101810J

[T-Shirts Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1314.**

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1315.**

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1316.**

101810D

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Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1317.**

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1318.**

101810B

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

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1319.**

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1320.**

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1321.**

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1322.**

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1323.**

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1324.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · last AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1325.**

104114I

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

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1326.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1327.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1328.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1329.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1330.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1331.**

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1332.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1333.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1334.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1335.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1336.**

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1337.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1338.**

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1339.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1340.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1341.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1342.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1343.**

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1344.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1345.**

101669F

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

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1346.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1347.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1348.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1349.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1350.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1351.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1352.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1353.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

**1354.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Trollbert's solution](#)

**1355.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[Trollbert's solution](#)

**1356.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Trollbert's solution](#)

**1357.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Trollbert's solution](#)

**1358.**

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Trollbert's solution](#)

**1359.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Trollbert's solution](#)

**1360.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar,

math

[Trollbert's solution](#)

**1361.**

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, combinatorics, games, math

[Trollbert's solution](#)

**1362.**

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, strings

[Trollbert's solution](#)

**1363.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[Trollbert's solution](#)

**1364.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, schedules

[Trollbert's solution](#)

**1365.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[Trollbert's solution](#)

**1366.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Trollbert's solution](#)

**1367.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[Trollbert's solution](#)

**1368.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-24 · last AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[Trollbert's solution](#)

**1369.**

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Trollbert's solution](#)

**1370.**

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Trollbert's solution](#)

**1371.**

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Trollbert's solution](#)

### 1372.

399B

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

Quality: 1,883 global accepts · Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

### 1373.

397A

[On Segment's Own Points](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

### 1374.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Trollbert's solution](#)

### 1375.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

### 1376.

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Trollbert's solution](#)

### 1377.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Trollbert's solution](#)

### 1378.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Trollbert's solution](#)