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Unique solved — ValenciaTravis

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

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

Filters: none

Count: 1,690

1.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,860 global accepts · Rating: 800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [implementation](#), [sortings](#)

[ValenciaTravis's solution](#)

2.

2210A

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

Quality: 22,252 global accepts · Rating: 800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [dp](#), [greedy](#), [number theory](#)

[ValenciaTravis's solution](#)

3.

2211A

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

Quality: 16,085 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

[ValenciaTravis's solution](#)

4.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)

[ValenciaTravis's solution](#)

5.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,651 global accepts · Rating: 800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[ValenciaTravis's solution](#)

6.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

[ValenciaTravis's solution](#)

7.

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [sortings](#)

[ValenciaTravis's solution](#)

8.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [strings](#)

[ValenciaTravis's solution](#)

9.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,268 global accepts · Rating: 800 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)

[ValenciaTravis's solution](#)

10.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,329 global accepts · Rating: 800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[ValenciaTravis's solution](#)

11.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ValenciaTravis's solution](#)

12.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[ValenciaTravis's solution](#)

13.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[ValenciaTravis's solution](#)

14.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[ValenciaTravis's solution](#)

15.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,286 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ValenciaTravis's solution](#)

16.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ValenciaTravis's solution](#)

17.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[ValenciaTravis's solution](#)

18.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,510 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ValenciaTravis's solution](#)

19.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[ValenciaTravis's solution](#)

20.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ValenciaTravis's solution](#)

21.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,354 global accepts · Rating: 800 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[ValenciaTravis's solution](#)

22.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ValenciaTravis's solution](#)

23.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[ValenciaTravis's solution](#)

24.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[ValenciaTravis's solution](#)

25.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[ValenciaTravis's solution](#)

26.

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ValenciaTravis's solution](#)

27.

2034A

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

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

[ValenciaTravis's solution](#)

28.

2008C

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

Quality: 36,483 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[ValenciaTravis's solution](#)

29.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[ValenciaTravis's solution](#)

30.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,792 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

31.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ValenciaTravis's solution](#)

32.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ValenciaTravis's solution](#)

33.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ValenciaTravis's solution](#)

34.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ValenciaTravis's solution](#)

35.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

36.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[ValenciaTravis's solution](#)

37.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[ValenciaTravis's solution](#)

38.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: games

[ValenciaTravis's solution](#)

39.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ValenciaTravis's solution](#)

40.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ValenciaTravis's solution](#)

41.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,974 global accepts · Rating: 800 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: strings

[ValenciaTravis's solution](#)

42.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ValenciaTravis's solution](#)

43.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation

[ValenciaTravis's solution](#)

44.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,048 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ValenciaTravis's solution](#)

45.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,702 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ValenciaTravis's solution](#)

46.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[ValenciaTravis's solution](#)

47.

1774A

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

Quality: 23,531 global accepts · Rating: 800 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ValenciaTravis's solution](#)

48.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ValenciaTravis's solution](#)

49.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ValenciaTravis's solution](#)

50.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ValenciaTravis's solution](#)

51.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ValenciaTravis's solution](#)

52.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

53.

2210B

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

Quality: 17,560 global accepts · Rating: 900 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ValenciaTravis's solution](#)

54.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy, math, sortings

[ValenciaTravis's solution](#)

55.

2110B

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

Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[ValenciaTravis's solution](#)

56.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,423 global accepts · Rating: 900 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[ValenciaTravis's solution](#)

57.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ValenciaTravis's solution](#)

58.

2048B

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

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

[ValenciaTravis's solution](#)

59.

2031B

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

Quality: 20,786 global accepts · Rating: 900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[ValenciaTravis's solution](#)

60.

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

61.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ValenciaTravis's solution](#)

62.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ValenciaTravis's solution](#)

63.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ValenciaTravis's solution](#)

64.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,390 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ValenciaTravis's solution](#)

65.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[ValenciaTravis's solution](#)

66.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ValenciaTravis's solution](#)

67.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ValenciaTravis's solution](#)

68.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: strings

[ValenciaTravis's solution](#)

69.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ValenciaTravis's solution](#)

70.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,742 global accepts · Rating: 1000 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[ValenciaTravis's solution](#)

71.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ValenciaTravis's solution](#)

72.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ValenciaTravis's solution](#)

73.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[ValenciaTravis's solution](#)

74.

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[ValenciaTravis's solution](#)

75.

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[ValenciaTravis's solution](#)

76.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ValenciaTravis's solution](#)

77.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,913 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ValenciaTravis's solution](#)

78.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[ValenciaTravis's solution](#)

79.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[ValenciaTravis's solution](#)

80.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ValenciaTravis's solution](#)

81.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,169 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[ValenciaTravis's solution](#)

82.

1725B

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

Quality: 28,279 global accepts · Rating: 1000 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[ValenciaTravis's solution](#)

83.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[ValenciaTravis's solution](#)

84.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 1000 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[ValenciaTravis's solution](#)

85.

2211B

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

Quality: 11,639 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ValenciaTravis's solution](#)

86.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ValenciaTravis's solution](#)

87.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,120 global accepts · Rating: 1100 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[ValenciaTravis's solution](#)

88.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,388 global accepts · Rating: 1100 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[ValenciaTravis's solution](#)

89.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[ValenciaTravis's solution](#)

90.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,440 global accepts · Rating: 1100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[ValenciaTravis's solution](#)

91.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[ValenciaTravis's solution](#)

92.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[ValenciaTravis's solution](#)

93.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[ValenciaTravis's solution](#)

94.

1685A

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

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ValenciaTravis's solution](#)

95.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ValenciaTravis's solution](#)

96.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[ValenciaTravis's solution](#)

97.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[ValenciaTravis's solution](#)

98.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,924 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[ValenciaTravis's solution](#)

99.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,814 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[ValenciaTravis's solution](#)

100.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,500 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[ValenciaTravis's solution](#)

101.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[ValenciaTravis's solution](#)

102.

1826B

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

Quality: 28,172 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ValenciaTravis's solution](#)

103.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,561 global accepts · Rating: 1100 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ValenciaTravis's solution](#)

104.

1726B

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

Quality: 16,854 global accepts · Rating: 1100 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ValenciaTravis's solution](#)

105.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1100 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[ValenciaTravis's solution](#)

106.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, two pointers

[ValenciaTravis's solution](#)

107.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,114 global accepts · Rating: 1100 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[ValenciaTravis's solution](#)

108.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ValenciaTravis's solution](#)

109.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ValenciaTravis's solution](#)

110.

2210C1

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

Quality: 12,821 global accepts · Rating: 1200 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[ValenciaTravis's solution](#)

111.

2174A

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

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[ValenciaTravis's solution](#)

112.

2121C

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

Quality: 21,748 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ValenciaTravis's solution](#)

113.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[ValenciaTravis's solution](#)

114.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ValenciaTravis's solution](#)

115.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ValenciaTravis's solution](#)

116.

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[ValenciaTravis's solution](#)

117.

2048C

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

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[ValenciaTravis's solution](#)

118.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ValenciaTravis's solution](#)

119.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ValenciaTravis's solution](#)

120.

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings

[ValenciaTravis's solution](#)

121.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[ValenciaTravis's solution](#)

122.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[ValenciaTravis's solution](#)

123.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ValenciaTravis's solution](#)

124.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ValenciaTravis's solution](#)

125.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,399 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ValenciaTravis's solution](#)

126.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[ValenciaTravis's solution](#)

127.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,756 global accepts · Rating: 1200 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[ValenciaTravis's solution](#)

128.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,938 global accepts · Rating: 1200 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[ValenciaTravis's solution](#)

129.

1734C

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

Quality: 28,637 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ValenciaTravis's solution](#)

130.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ValenciaTravis's solution](#)

131.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,524 global accepts · Rating: 1200 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ValenciaTravis's solution](#)

132.

2211C1

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

Quality: 9,116 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[ValenciaTravis's solution](#)

133.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,701 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[ValenciaTravis's solution](#)

134.

2127B

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

Quality: 13,496 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ValenciaTravis's solution](#)

135.

2129A

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

Quality: 16,652 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ValenciaTravis's solution](#)

136.

2124C

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

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ValenciaTravis's solution](#)

137.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[ValenciaTravis's solution](#)

138.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ValenciaTravis's solution](#)

139.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,736 global accepts · Rating: 1300 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[ValenciaTravis's solution](#)

140.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[ValenciaTravis's solution](#)

141.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,208 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[ValenciaTravis's solution](#)

142.

2118C

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

Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[ValenciaTravis's solution](#)

143.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ValenciaTravis's solution](#)

144.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math,

number theory

[ValenciaTravis's solution](#)

145.

1602C

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

Rating: 1300 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[ValenciaTravis's solution](#)

146.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[ValenciaTravis's solution](#)

147.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[ValenciaTravis's solution](#)

148.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 1300 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ValenciaTravis's solution](#)

149.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[ValenciaTravis's solution](#)

150.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ValenciaTravis's solution](#)

151.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ValenciaTravis's solution](#)

152.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ValenciaTravis's solution](#)

153.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ValenciaTravis's solution](#)

154.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ValenciaTravis's solution](#)

155.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[ValenciaTravis's solution](#)

156.

1733C

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

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[ValenciaTravis's solution](#)

157.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[ValenciaTravis's solution](#)

158.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ValenciaTravis's solution](#)

159.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ValenciaTravis's solution](#)

160.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[ValenciaTravis's solution](#)

161.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[ValenciaTravis's solution](#)

162.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[ValenciaTravis's solution](#)

163.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory
[ValenciaTravis's solution](#)

164.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,831 global accepts · Rating: 1400 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ValenciaTravis's solution](#)

165.

2111D

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

Quality: 11,990 global accepts · Rating: 1400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

data structures, greedy, implementation, sortings

[ValenciaTravis's solution](#)

166.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1400 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ValenciaTravis's solution](#)

167.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ValenciaTravis's solution](#)

168.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[ValenciaTravis's solution](#)

169.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ValenciaTravis's solution](#)

170.

1919C

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

Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ValenciaTravis's solution](#)

171.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 1400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[ValenciaTravis's solution](#)

172.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ValenciaTravis's solution](#)

173.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,550 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[ValenciaTravis's solution](#)

174.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[ValenciaTravis's solution](#)

175.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[ValenciaTravis's solution](#)

176.

1825C

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

Quality: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ValenciaTravis's solution](#)

177.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ValenciaTravis's solution](#)

178.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[ValenciaTravis's solution](#)

179.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[ValenciaTravis's solution](#)

180.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ValenciaTravis's solution](#)

181.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ValenciaTravis's solution](#)

182.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[ValenciaTravis's solution](#)

183.

1771B

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

Quality: 21,336 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[ValenciaTravis's solution](#)

184.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,510 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ValenciaTravis's solution](#)

185.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ValenciaTravis's solution](#)

186.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[ValenciaTravis's solution](#)

187.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[ValenciaTravis's solution](#)

188.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

189.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[ValenciaTravis's solution](#)

190.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[ValenciaTravis's solution](#)

191.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[ValenciaTravis's solution](#)

192.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[ValenciaTravis's solution](#)

193.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[ValenciaTravis's solution](#)

194.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[ValenciaTravis's solution](#)

195.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[ValenciaTravis's solution](#)

196.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[ValenciaTravis's solution](#)

197.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[ValenciaTravis's solution](#)

198.

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[ValenciaTravis's solution](#)

199.

1950E

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

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[ValenciaTravis's solution](#)

200.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,963 global accepts · Rating: 1500 · first AC: 2022-10-28 · last AC: 2024-01-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[ValenciaTravis's solution](#)

201.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2022-10-28 · last AC: 2024-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[ValenciaTravis's solution](#)

202.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

203.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ValenciaTravis's solution](#)

204.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[ValenciaTravis's solution](#)

205.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

206.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,555 global accepts · Rating: 1500 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[ValenciaTravis's solution](#)

207.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[ValenciaTravis's solution](#)

208.

1891C

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

Quality: 20,359 global accepts · Rating: 1500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[ValenciaTravis's solution](#)

209.

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ValenciaTravis's solution](#)

210.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings
[ValenciaTravis's solution](#)

211.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[ValenciaTravis's solution](#)

212.

1676H2

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

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[ValenciaTravis's solution](#)

213.

1675E

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

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings
[ValenciaTravis's solution](#)

214.

1872E

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

Quality: 21,382 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp
[ValenciaTravis's solution](#)

215.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,845 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ValenciaTravis's solution](#)

216.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[ValenciaTravis's solution](#)

217.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[ValenciaTravis's solution](#)

218.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[ValenciaTravis's solution](#)

219.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ValenciaTravis's solution](#)

220.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ValenciaTravis's solution](#)

221.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ValenciaTravis's solution](#)

222.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[ValenciaTravis's solution](#)

223.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[ValenciaTravis's solution](#)

224.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[ValenciaTravis's solution](#)

225.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[ValenciaTravis's solution](#)

226.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[ValenciaTravis's solution](#)

227.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ValenciaTravis's solution](#)

228.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

229.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[ValenciaTravis's solution](#)

230.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[ValenciaTravis's solution](#)

231.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[ValenciaTravis's solution](#)

232.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[ValenciaTravis's solution](#)

233.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

234.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[ValenciaTravis's solution](#)

235.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ValenciaTravis's solution](#)

236.

1744E1

[Divisible Numbers \(easy version\) · Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[ValenciaTravis's solution](#)

237.

1791F

[Range Update Point Query · Tutorial](#)

Quality: 15,530 global accepts · Rating: 1500 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures
[ValenciaTravis's solution](#)

238.

1792C

[Min Max Sort · Tutorial](#)

Quality: 16,759 global accepts · Rating: 1500 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[ValenciaTravis's solution](#)

239.

1759E

[The Humanoid · Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, sortings
[ValenciaTravis's solution](#)

240.

1760F

[Quests · Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[ValenciaTravis's solution](#)

241.

1765K

[Torus Path · Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[ValenciaTravis's solution](#)

242.

1765N

[Number Reduction · Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ValenciaTravis's solution](#)

243.

1767D

[Playoff · Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[ValenciaTravis's solution](#)

244.

1774B

[Coloring · Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[ValenciaTravis's solution](#)

245.

1722G

[Even-Odd XOR · Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[ValenciaTravis's solution](#)

246.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[ValenciaTravis's solution](#)

247.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[ValenciaTravis's solution](#)

248.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[ValenciaTravis's solution](#)

249.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,778 global accepts · Rating: 1500 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[ValenciaTravis's solution](#)

250.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[ValenciaTravis's solution](#)

251.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[ValenciaTravis's solution](#)

252.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[ValenciaTravis's solution](#)

253.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ValenciaTravis's solution](#)

254.

1542B

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

Quality: 26,540 global accepts · Rating: 1500 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ValenciaTravis's solution](#)

255.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: strings

[ValenciaTravis's solution](#)

256.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ValenciaTravis's solution](#)

257.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[ValenciaTravis's solution](#)

258.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[ValenciaTravis's solution](#)

259.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[ValenciaTravis's solution](#)

260.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[ValenciaTravis's solution](#)

261.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[ValenciaTravis's solution](#)

262.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[ValenciaTravis's solution](#)

263.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,869 global accepts · Rating: 1600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[ValenciaTravis's solution](#)

264.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ValenciaTravis's solution](#)

265.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[ValenciaTravis's solution](#)

266.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ValenciaTravis's solution](#)

267.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[ValenciaTravis's solution](#)

268.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

269.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

270.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[ValenciaTravis's solution](#)

271.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[ValenciaTravis's solution](#)

272.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,359 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[ValenciaTravis's solution](#)

273.

1795D

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

Quality: 13,075 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ValenciaTravis's solution](#)

274.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[ValenciaTravis's solution](#)

275.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[ValenciaTravis's solution](#)

276.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[ValenciaTravis's solution](#)

277.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[ValenciaTravis's solution](#)

278.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ValenciaTravis's solution](#)

279.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ValenciaTravis's solution](#)

280.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,623 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ValenciaTravis's solution](#)

281.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[ValenciaTravis's solution](#)

282.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,799 global accepts · Rating: 1600 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[ValenciaTravis's solution](#)

283.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

284.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2022-08-06 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[ValenciaTravis's solution](#)

285.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ValenciaTravis's solution](#)

286.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[ValenciaTravis's solution](#)

287.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[ValenciaTravis's solution](#)

288.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ValenciaTravis's solution](#)

289.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[ValenciaTravis's solution](#)

290.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[ValenciaTravis's solution](#)

291.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[ValenciaTravis's solution](#)

292.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[ValenciaTravis's solution](#)

293.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ValenciaTravis's solution](#)

294.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[ValenciaTravis's solution](#)

295.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[ValenciaTravis's solution](#)

296.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[ValenciaTravis's solution](#)

297.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,700 global accepts · Rating: 1600 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ValenciaTravis's solution](#)

298.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[ValenciaTravis's solution](#)

299.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ValenciaTravis's solution](#)

300.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[ValenciaTravis's solution](#)

301.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1600 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[ValenciaTravis's solution](#)

302.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[ValenciaTravis's solution](#)

303.

1843E

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

Quality: 17,808 global accepts · Rating: 1600 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[ValenciaTravis's solution](#)

304.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[ValenciaTravis's solution](#)

305.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[ValenciaTravis's solution](#)

306.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ValenciaTravis's solution](#)

307.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[ValenciaTravis's solution](#)

308.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,132 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[ValenciaTravis's solution](#)

309.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ValenciaTravis's solution](#)

310.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[ValenciaTravis's solution](#)

311.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[ValenciaTravis's solution](#)

312.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ValenciaTravis's solution](#)

313.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[ValenciaTravis's solution](#)

314.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[ValenciaTravis's solution](#)

315.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,126 global accepts · Rating: 1600 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings

[ValenciaTravis's solution](#)

316.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ValenciaTravis's solution](#)

317.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ValenciaTravis's solution](#)

318.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[ValenciaTravis's solution](#)

319.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ValenciaTravis's solution](#)

320.

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,461 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[ValenciaTravis's solution](#)

321.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ValenciaTravis's solution](#)

322.

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ValenciaTravis's solution](#)

323.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[ValenciaTravis's solution](#)

324.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,262 global accepts · Rating: 1600 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[ValenciaTravis's solution](#)

325.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1600 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

326.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ValenciaTravis's solution](#)

327.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ValenciaTravis's solution](#)

328.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[ValenciaTravis's solution](#)

329.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[ValenciaTravis's solution](#)

330.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ValenciaTravis's solution](#)

331.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ValenciaTravis's solution](#)

332.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ValenciaTravis's solution](#)

333.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[ValenciaTravis's solution](#)

334.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[ValenciaTravis's solution](#)

335.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[ValenciaTravis's solution](#)

336.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[ValenciaTravis's solution](#)

337.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ValenciaTravis's solution](#)

338.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[ValenciaTravis's solution](#)

339.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[ValenciaTravis's solution](#)

340.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,442 global accepts · Rating: 1700 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ValenciaTravis's solution](#)

341.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[ValenciaTravis's solution](#)

342.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ValenciaTravis's solution](#)

343.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[ValenciaTravis's solution](#)

344.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[ValenciaTravis's solution](#)

345.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2025-06-13 · last AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[ValenciaTravis's solution](#)

346.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-10 · last AC: 2025-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[ValenciaTravis's solution](#)

347.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ValenciaTravis's solution](#)

348.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[ValenciaTravis's solution](#)

349.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[ValenciaTravis's solution](#)

350.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ValenciaTravis's solution](#)

351.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[ValenciaTravis's solution](#)

352.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[ValenciaTravis's solution](#)

353.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[ValenciaTravis's solution](#)

354.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-10-28 · last AC: 2024-01-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ValenciaTravis's solution](#)

355.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

geometry, greedy, implementation

[ValenciaTravis's solution](#)

356.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ValenciaTravis's solution](#)

357.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[ValenciaTravis's solution](#)

358.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[ValenciaTravis's solution](#)

359.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,165 global accepts · Rating: 1700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ValenciaTravis's solution](#)

360.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,211 global accepts · Rating: 1700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[ValenciaTravis's solution](#)

361.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[ValenciaTravis's solution](#)

362.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[ValenciaTravis's solution](#)

363.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ValenciaTravis's solution](#)

364.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[ValenciaTravis's solution](#)

365.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ValenciaTravis's solution](#)

366.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,463 global accepts · Rating: 1700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ValenciaTravis's solution](#)

367.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ValenciaTravis's solution](#)

368.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[ValenciaTravis's solution](#)

369.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,150 global accepts · Rating: 1700 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ValenciaTravis's solution](#)

370.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ValenciaTravis's solution](#)

371.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[ValenciaTravis's solution](#)

372.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[ValenciaTravis's solution](#)

373.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[ValenciaTravis's solution](#)

374.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[ValenciaTravis's solution](#)

375.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,494 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[ValenciaTravis's solution](#)

376.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[ValenciaTravis's solution](#)

377.

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[ValenciaTravis's solution](#)

378.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[ValenciaTravis's solution](#)

379.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ValenciaTravis's solution](#)

380.

1579E2

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381.

1578H

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382.

1672D

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383.

1660F1

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1661C

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1670D

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1644D

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387.

1628B

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1625C

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1833F

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1835A

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1693B

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392.

1692H

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1798C

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1799C

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1829H

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398.

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1807F

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1810D

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1714G

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1731D

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1792D

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1760G

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1743D

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1261B2

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421.

1394A

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2121F

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2039C2

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theory

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1970E1

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1935D

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1954D

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1705D

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1709C

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1720D1

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1750D

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447.

1904D2

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1666L

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1674F

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1862F

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1867D

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457.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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458.

1872F

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459.

1845D

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460.

1846F

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461.

1846E2

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462.

1843F1

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463.

1859D

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464.

1848C

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Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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465.

1851F

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1852B

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467.

1852A

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468.

1856E1

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469.

1648B

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470.

1635D

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471.

1637D

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472.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[ValenciaTravis's solution](#)

473.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings
[ValenciaTravis's solution](#)

474.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[ValenciaTravis's solution](#)

475.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[ValenciaTravis's solution](#)

476.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ValenciaTravis's solution](#)

477.

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[ValenciaTravis's solution](#)

478.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ValenciaTravis's solution](#)

479.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ValenciaTravis's solution](#)

480.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ValenciaTravis's solution](#)

481.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[ValenciaTravis's solution](#)

482.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[ValenciaTravis's solution](#)

483.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ValenciaTravis's solution](#)

484.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[ValenciaTravis's solution](#)

485.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[ValenciaTravis's solution](#)

486.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ValenciaTravis's solution](#)

487.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[ValenciaTravis's solution](#)

488.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ValenciaTravis's solution](#)

489.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ValenciaTravis's solution](#)

490.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[ValenciaTravis's solution](#)

491.

1732C1

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

Quality: 7,577 global accepts · Rating: 1800 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[ValenciaTravis's solution](#)

492.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[ValenciaTravis's solution](#)

493.

1177B

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

Quality: 2,942 global accepts · Rating: 1800 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, implementation

[ValenciaTravis's solution](#)

494.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[ValenciaTravis's solution](#)

495.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[ValenciaTravis's solution](#)

496.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[ValenciaTravis's solution](#)

497.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[ValenciaTravis's solution](#)

498.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

499.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ValenciaTravis's solution](#)

500.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, sortings

[ValenciaTravis's solution](#)

501.

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[ValenciaTravis's solution](#)

502.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, two pointers

[ValenciaTravis's solution](#)

503.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[ValenciaTravis's solution](#)

504.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[ValenciaTravis's solution](#)

505.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ValenciaTravis's solution](#)

506.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[ValenciaTravis's solution](#)

507.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ValenciaTravis's solution](#)

508.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[ValenciaTravis's solution](#)

509.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[ValenciaTravis's solution](#)

510.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[ValenciaTravis's solution](#)

511.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[ValenciaTravis's solution](#)

512.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[ValenciaTravis's solution](#)

513.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[ValenciaTravis's solution](#)

514.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[ValenciaTravis's solution](#)

515.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

516.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[ValenciaTravis's solution](#)

517.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[ValenciaTravis's solution](#)

518.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ValenciaTravis's solution](#)

519.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[ValenciaTravis's solution](#)

520.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ValenciaTravis's solution](#)

521.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[ValenciaTravis's solution](#)

522.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[ValenciaTravis's solution](#)

523.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ValenciaTravis's solution](#)

524.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

constructive algorithms, dfs and similar, graphs

[ValenciaTravis's solution](#)

525.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[ValenciaTravis's solution](#)

526.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[ValenciaTravis's solution](#)

527.

1912D

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

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[ValenciaTravis's solution](#)

528.

1883G2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,742 global accepts · Rating: 1900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[ValenciaTravis's solution](#)

529.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[ValenciaTravis's solution](#)

530.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,633 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ValenciaTravis's solution](#)

531.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[ValenciaTravis's solution](#)

532.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[ValenciaTravis's solution](#)

533.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[ValenciaTravis's solution](#)

534.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[ValenciaTravis's solution](#)

535.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[ValenciaTravis's solution](#)

536.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ValenciaTravis's solution](#)

537.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[ValenciaTravis's solution](#)

538.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[ValenciaTravis's solution](#)

539.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

540.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2023-04-13 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

541.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2023-04-13 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[ValenciaTravis's solution](#)

542.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[ValenciaTravis's solution](#)

543.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ValenciaTravis's solution](#)

544.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[ValenciaTravis's solution](#)

545.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[ValenciaTravis's solution](#)

546.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ValenciaTravis's solution](#)

547.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[ValenciaTravis's solution](#)

548.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[ValenciaTravis's solution](#)

549.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ValenciaTravis's solution](#)

550.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[ValenciaTravis's solution](#)

551.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ValenciaTravis's solution](#)

552.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[ValenciaTravis's solution](#)

553.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[ValenciaTravis's solution](#)

554.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ValenciaTravis's solution](#)

555.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[ValenciaTravis's solution](#)

556.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[ValenciaTravis's solution](#)

557.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-07-06 · last AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[ValenciaTravis's solution](#)

558.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ValenciaTravis's solution](#)

559.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1900 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ValenciaTravis's solution](#)

560.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[ValenciaTravis's solution](#)

561.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 1900 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[ValenciaTravis's solution](#)

562.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ValenciaTravis's solution](#)

563.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[ValenciaTravis's solution](#)

564.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[ValenciaTravis's solution](#)

565.

1799D1

[Hot Start Up \(easy version\) · Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

566.

1801C

[Music Festival · Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[ValenciaTravis's solution](#)

567.

1808C

[Unlucky Numbers · Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ValenciaTravis's solution](#)

568.

1823D

[Unique Palindromes · Tutorial](#)

Quality: 4,313 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[ValenciaTravis's solution](#)

569.

1819B

[The Butcher · Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[ValenciaTravis's solution](#)

570.

568B

[Symmetric and Transitive · Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ValenciaTravis's solution](#)

571.

372B

[Counting Rectangles is Fun · Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp

[ValenciaTravis's solution](#)

572.

351B

[Jeff and Furik · Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[ValenciaTravis's solution](#)

573.

14E

[Camels · Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

574.

547B

[Mike and Feet · Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[ValenciaTravis's solution](#)

575.

540D

[Bad Luck Island · Tutorial](#)

Quality: 6,498 global accepts · Rating: 1900 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[ValenciaTravis's solution](#)

576.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[ValenciaTravis's solution](#)

577.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,845 global accepts · Rating: 1900 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ValenciaTravis's solution](#)

578.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[ValenciaTravis's solution](#)

579.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

580.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[ValenciaTravis's solution](#)

581.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ValenciaTravis's solution](#)

582.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[ValenciaTravis's solution](#)

583.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1900 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ValenciaTravis's solution](#)

584.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[ValenciaTravis's solution](#)

585.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[ValenciaTravis's solution](#)

586.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[ValenciaTravis's solution](#)

587.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[ValenciaTravis's solution](#)

588.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[ValenciaTravis's solution](#)

589.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ValenciaTravis's solution](#)

590.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1900 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math

[ValenciaTravis's solution](#)

591.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[ValenciaTravis's solution](#)

592.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[ValenciaTravis's solution](#)

593.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ValenciaTravis's solution](#)

594.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ValenciaTravis's solution](#)

595.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number

theory

[ValenciaTravis's solution](#)

596.

2215B

[RReeppeettiittioonn](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2000 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[ValenciaTravis's solution](#)

597.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[ValenciaTravis's solution](#)

598.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ValenciaTravis's solution](#)

599.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[ValenciaTravis's solution](#)

600.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ValenciaTravis's solution](#)

601.

1588B

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

Rating: 2000 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[ValenciaTravis's solution](#)

602.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[ValenciaTravis's solution](#)

603.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[ValenciaTravis's solution](#)

604.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ValenciaTravis's solution](#)

605.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ValenciaTravis's solution](#)

606.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[ValenciaTravis's solution](#)

607.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[ValenciaTravis's solution](#)

608.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[ValenciaTravis's solution](#)

609.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ValenciaTravis's solution](#)

610.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[ValenciaTravis's solution](#)

611.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,799 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[ValenciaTravis's solution](#)

612.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,895 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[ValenciaTravis's solution](#)

613.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[ValenciaTravis's solution](#)

614.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ValenciaTravis's solution](#)

615.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings,

strings

[ValenciaTravis's solution](#)

616.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[ValenciaTravis's solution](#)

617.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[ValenciaTravis's solution](#)

618.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[ValenciaTravis's solution](#)

619.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

620.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[ValenciaTravis's solution](#)

621.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[ValenciaTravis's solution](#)

622.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[ValenciaTravis's solution](#)

623.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

624.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[ValenciaTravis's solution](#)

625.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

626.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ValenciaTravis's solution](#)

627.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[ValenciaTravis's solution](#)

628.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,081 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[ValenciaTravis's solution](#)

629.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-10-28 · last AC: 2024-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

630.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[ValenciaTravis's solution](#)

631.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ValenciaTravis's solution](#)

632.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[ValenciaTravis's solution](#)

633.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[ValenciaTravis's solution](#)

634.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[ValenciaTravis's solution](#)

635.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[ValenciaTravis's solution](#)

636.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[ValenciaTravis's solution](#)

637.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[ValenciaTravis's solution](#)

638.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[ValenciaTravis's solution](#)

639.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ValenciaTravis's solution](#)

640.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 2000 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[ValenciaTravis's solution](#)

641.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,512 global accepts · Rating: 2000 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[ValenciaTravis's solution](#)

642.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[ValenciaTravis's solution](#)

643.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ValenciaTravis's solution](#)

644.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[ValenciaTravis's solution](#)

645.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[ValenciaTravis's solution](#)

646.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ValenciaTravis's solution](#)

647.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[ValenciaTravis's solution](#)

648.

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ValenciaTravis's solution](#)

649.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[ValenciaTravis's solution](#)

650.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[ValenciaTravis's solution](#)

651.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[ValenciaTravis's solution](#)

652.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[ValenciaTravis's solution](#)

653.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[ValenciaTravis's solution](#)

654.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ValenciaTravis's solution](#)

655.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ValenciaTravis's solution](#)

656.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[ValenciaTravis's solution](#)

657.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[ValenciaTravis's solution](#)

658.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

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659.

1731E

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660.

766D

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Quality: 3,928 global accepts · Rating: 2000 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

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661.

1796D

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662.

1804D

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663.

900D

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664.

337D

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665.

621E

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666.

156C

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667.

730I

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668.

478D

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669.

128C

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Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

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670.

353D

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Quality: 3,188 global accepts · Rating: 2000 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

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671.

710E

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Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-04-01 · last AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar,

dp

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672.

1716C

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673.

1716D

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Quality: 6,137 global accepts · Rating: 2000 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

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674.

1741F

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675.

1788D

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Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

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676.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

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677.

1753C

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Quality: 5,282 global accepts · Rating: 2000 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

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678.

1770D

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Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[ValenciaTravis's solution](#)

679.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

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680.

1783D

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Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

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681.

1763C

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Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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682.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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683.

1725C

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Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

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684.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[ValenciaTravis's solution](#)

685.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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686.

1744F

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Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

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687.

1416B

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688.

522D

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689.

242E

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1200E

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552E

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2210D

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693.

2210C2

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694.

2150C

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695.

2127E

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696.

2124E

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697.

1284D

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698.

1120C

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Quality: 2,445 global accepts · Rating: 2100 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

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699.

1434C

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700.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

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701.

2107D

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Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

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702.

1896E

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Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-10 · last AC: 2025-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

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703.

1C

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Quality: 6,482 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

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704.

2074G

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705.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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706.

2031E

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Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

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707.

463E

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Quality: 1,743 global accepts · Rating: 2100 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

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708.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

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709.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

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710.

1998D

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711.

2000G

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Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

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712.

2008H

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Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

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713.

2004E

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Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

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714.

1971H

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715.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs

and similar, implementation, trees

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716.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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717.

1930D2

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Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

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718.

1934D1

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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719.

1942D

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Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

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720.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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721.

1938J

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Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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722.

1924B

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Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

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723.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees

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724.

576B

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Quality: 1,918 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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725.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, trees

[ValenciaTravis's solution](#)

726.

766E

[Mahmoud and a xor trip](#) · Tutorial

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[ValenciaTravis's solution](#)

727.

77C

[Beavermuncher-0xFF](#) · Tutorial

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[ValenciaTravis's solution](#)

728.

980D

[Perfect Groups](#) · Tutorial

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[ValenciaTravis's solution](#)

729.

1202C

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Quality: 2,769 global accepts · Rating: 2100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

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730.

771C

[Bear and Tree Jumps](#) · Tutorial

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

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731.

1106E

[Lunar New Year and Red Envelopes](#) · Tutorial

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ValenciaTravis's solution](#)

732.

229D

[Towers](#) · Tutorial

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

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733.

1187E

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Quality: 11,283 global accepts · Rating: 2100 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[ValenciaTravis's solution](#)

734.

1322B

[Present](#) · Tutorial

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[ValenciaTravis's solution](#)

735.

1919D

[01 Tree](#) · Tutorial

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

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736.

1886D

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[ValenciaTravis's solution](#)

737.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[ValenciaTravis's solution](#)

738.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[ValenciaTravis's solution](#)

739.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ValenciaTravis's solution](#)

740.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[ValenciaTravis's solution](#)

741.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[ValenciaTravis's solution](#)

742.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

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743.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[ValenciaTravis's solution](#)

744.

1732C2

[Sheikh \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[ValenciaTravis's solution](#)

745.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder

theorem, combinatorics, constructive algorithms, math, number theory

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746.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

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747.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

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748.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

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749.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[ValenciaTravis's solution](#)

750.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[ValenciaTravis's solution](#)

751.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[ValenciaTravis's solution](#)

752.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[ValenciaTravis's solution](#)

753.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[ValenciaTravis's solution](#)

754.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[ValenciaTravis's solution](#)

755.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[ValenciaTravis's solution](#)

756.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[ValenciaTravis's solution](#)

757.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ValenciaTravis's solution](#)

758.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[ValenciaTravis's solution](#)

759.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[ValenciaTravis's solution](#)

760.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[ValenciaTravis's solution](#)

761.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ValenciaTravis's solution](#)

762.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer

[ValenciaTravis's solution](#)

763.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[ValenciaTravis's solution](#)

764.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[ValenciaTravis's solution](#)

765.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ValenciaTravis's solution](#)

766.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[ValenciaTravis's solution](#)

767.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[ValenciaTravis's solution](#)

768.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[ValenciaTravis's solution](#)

769.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[ValenciaTravis's solution](#)

770.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[ValenciaTravis's solution](#)

771.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[ValenciaTravis's solution](#)

772.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[ValenciaTravis's solution](#)

773.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ValenciaTravis's solution](#)

774.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[ValenciaTravis's solution](#)

775.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ValenciaTravis's solution](#)

776.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,707 global accepts · Rating: 2100 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[ValenciaTravis's solution](#)

777.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings
[ValenciaTravis's solution](#)

778.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2020-12-28 · last AC: 2023-05-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees
[ValenciaTravis's solution](#)

779.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-01-18 · last AC: 2023-05-18 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
[ValenciaTravis's solution](#)

780.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[ValenciaTravis's solution](#)

781.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[ValenciaTravis's solution](#)

782.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers
[ValenciaTravis's solution](#)

783.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings
[ValenciaTravis's solution](#)

784.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[ValenciaTravis's solution](#)

785.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ValenciaTravis's solution](#)

786.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ValenciaTravis's solution](#)

787.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[ValenciaTravis's solution](#)

788.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ValenciaTravis's solution](#)

789.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ValenciaTravis's solution](#)

790.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[ValenciaTravis's solution](#)

791.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ValenciaTravis's solution](#)

792.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[ValenciaTravis's solution](#)

793.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[ValenciaTravis's solution](#)

794.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[ValenciaTravis's solution](#)

795.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[ValenciaTravis's solution](#)

796.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[ValenciaTravis's solution](#)

797.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[ValenciaTravis's solution](#)

798.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[ValenciaTravis's solution](#)

799.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[ValenciaTravis's solution](#)

800.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[ValenciaTravis's solution](#)

801.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ValenciaTravis's solution](#)

802.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[ValenciaTravis's solution](#)

803.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[ValenciaTravis's solution](#)

804.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, trees

[ValenciaTravis's solution](#)

805.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, trees

[ValenciaTravis's solution](#)

806.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[ValenciaTravis's solution](#)

807.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[ValenciaTravis's solution](#)

808.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[ValenciaTravis's solution](#)

809.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[ValenciaTravis's solution](#)

810.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[ValenciaTravis's solution](#)

811.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[ValenciaTravis's solution](#)

812.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[ValenciaTravis's solution](#)

813.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[ValenciaTravis's solution](#)

814.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ValenciaTravis's solution](#)

815.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[ValenciaTravis's solution](#)

816.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[ValenciaTravis's solution](#)

817.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[ValenciaTravis's solution](#)

818.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[ValenciaTravis's solution](#)

819.

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ValenciaTravis's solution](#)

820.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[ValenciaTravis's solution](#)

821.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[ValenciaTravis's solution](#)

822.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[ValenciaTravis's solution](#)

823.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2200 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[ValenciaTravis's solution](#)

824.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[ValenciaTravis's solution](#)

825.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ValenciaTravis's solution](#)

826.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[ValenciaTravis's solution](#)

827.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

828.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[ValenciaTravis's solution](#)

829.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[ValenciaTravis's solution](#)

830.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[ValenciaTravis's solution](#)

831.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, trees

[ValenciaTravis's solution](#)

832.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[ValenciaTravis's solution](#)

833.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ValenciaTravis's solution](#)

834.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[ValenciaTravis's solution](#)

835.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[ValenciaTravis's solution](#)

836.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-10-28 · last AC: 2024-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ValenciaTravis's solution](#)

837.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[ValenciaTravis's solution](#)

838.

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings
[ValenciaTravis's solution](#)

839.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
[ValenciaTravis's solution](#)

840.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[ValenciaTravis's solution](#)

841.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation
[ValenciaTravis's solution](#)

842.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities
[ValenciaTravis's solution](#)

843.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
[ValenciaTravis's solution](#)

844.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ValenciaTravis's solution](#)

845.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[ValenciaTravis's solution](#)

846.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[ValenciaTravis's solution](#)

847.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[ValenciaTravis's solution](#)

848.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[ValenciaTravis's solution](#)

849.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ValenciaTravis's solution](#)

850.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[ValenciaTravis's solution](#)

851.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[ValenciaTravis's solution](#)

852.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[ValenciaTravis's solution](#)

853.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[ValenciaTravis's solution](#)

854.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[ValenciaTravis's solution](#)

855.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ValenciaTravis's solution](#)

856.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2200 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[ValenciaTravis's solution](#)

857.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2021-01-31 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[ValenciaTravis's solution](#)

858.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[ValenciaTravis's solution](#)

859.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[ValenciaTravis's solution](#)

860.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2023-07-25 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, sortings, trees

[ValenciaTravis's solution](#)

861.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2023-05-20 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[ValenciaTravis's solution](#)

862.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[ValenciaTravis's solution](#)

863.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

864.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,116 global accepts · Rating: 2200 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[ValenciaTravis's solution](#)

865.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ValenciaTravis's solution](#)

866.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ValenciaTravis's solution](#)

867.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 2200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[ValenciaTravis's solution](#)

868.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[ValenciaTravis's solution](#)

869.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[ValenciaTravis's solution](#)

870.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[ValenciaTravis's solution](#)

871.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[ValenciaTravis's solution](#)

872.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[ValenciaTravis's solution](#)

873.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[ValenciaTravis's solution](#)

874.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ValenciaTravis's solution](#)

875.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-28 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[ValenciaTravis's solution](#)

876.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[ValenciaTravis's solution](#)

877.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[ValenciaTravis's solution](#)

878.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[ValenciaTravis's solution](#)

879.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[ValenciaTravis's solution](#)

880.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[ValenciaTravis's solution](#)

881.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[ValenciaTravis's solution](#)

882.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[ValenciaTravis's solution](#)

883.

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2021-01-19 · last AC: 2023-05-18 · GNU C++11 (first AC) · Tags: binary search, data structures, ternary search

[ValenciaTravis's solution](#)

884.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ValenciaTravis's solution](#)

885.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ValenciaTravis's solution](#)

886.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[ValenciaTravis's solution](#)

887.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[ValenciaTravis's solution](#)

888.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[ValenciaTravis's solution](#)

889.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[ValenciaTravis's solution](#)

890.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[ValenciaTravis's solution](#)

891.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[ValenciaTravis's solution](#)

892.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ValenciaTravis's solution](#)

893.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[ValenciaTravis's solution](#)

894.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ValenciaTravis's solution](#)

895.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[ValenciaTravis's solution](#)

896.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ValenciaTravis's solution](#)

897.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ValenciaTravis's solution](#)

898.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[ValenciaTravis's solution](#)

899.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[ValenciaTravis's solution](#)

900.

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[ValenciaTravis's solution](#)

901.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, probabilities

[ValenciaTravis's solution](#)

902.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ValenciaTravis's solution](#)

903.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ValenciaTravis's solution](#)

904.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[ValenciaTravis's solution](#)

905.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[ValenciaTravis's solution](#)

906.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[ValenciaTravis's solution](#)

907.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[ValenciaTravis's solution](#)

908.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[ValenciaTravis's solution](#)

909.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[ValenciaTravis's solution](#)

910.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[ValenciaTravis's solution](#)

911.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[ValenciaTravis's solution](#)

912.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[ValenciaTravis's solution](#)

913.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[ValenciaTravis's solution](#)

914.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[ValenciaTravis's solution](#)

915.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[ValenciaTravis's solution](#)

916.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[ValenciaTravis's solution](#)

917.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[ValenciaTravis's solution](#)

918.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[ValenciaTravis's solution](#)

919.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
[ValenciaTravis's solution](#)

920.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ValenciaTravis's solution](#)

921.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
[ValenciaTravis's solution](#)

922.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[ValenciaTravis's solution](#)

923.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and

similar, graphs, greedy, strings, trees

[ValenciaTravis's solution](#)

924.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[ValenciaTravis's solution](#)

925.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[ValenciaTravis's solution](#)

926.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[ValenciaTravis's solution](#)

927.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[ValenciaTravis's solution](#)

928.

1602E

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

Rating: 2300 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[ValenciaTravis's solution](#)

929.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ValenciaTravis's solution](#)

930.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

931.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[ValenciaTravis's solution](#)

932.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[ValenciaTravis's solution](#)

933.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[ValenciaTravis's solution](#)

934.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[ValenciaTravis's solution](#)

935.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2024-02-19 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[ValenciaTravis's solution](#)

936.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[ValenciaTravis's solution](#)

937.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

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938.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[ValenciaTravis's solution](#)

939.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ValenciaTravis's solution](#)

940.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ValenciaTravis's solution](#)

941.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ValenciaTravis's solution](#)

942.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[ValenciaTravis's solution](#)

943.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[ValenciaTravis's solution](#)

944.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[ValenciaTravis's solution](#)

945.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[ValenciaTravis's solution](#)

946.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[ValenciaTravis's solution](#)

947.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[ValenciaTravis's solution](#)

948.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[ValenciaTravis's solution](#)

949.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[ValenciaTravis's solution](#)

950.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[ValenciaTravis's solution](#)

951.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[ValenciaTravis's solution](#)

952.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[ValenciaTravis's solution](#)

953.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[ValenciaTravis's solution](#)

954.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[ValenciaTravis's solution](#)

955.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[ValenciaTravis's solution](#)

956.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[ValenciaTravis's solution](#)

957.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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958.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[ValenciaTravis's solution](#)

959.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[ValenciaTravis's solution](#)

960.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

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961.

1866D

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Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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962.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

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963.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

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964.

877F

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Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, hashing

[ValenciaTravis's solution](#)

965.

509F

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Quality: 1,183 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

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966.

1380E

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967.

802G3

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Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[ValenciaTravis's solution](#)

968.

1842E

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Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[ValenciaTravis's solution](#)

969.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[ValenciaTravis's solution](#)

970.

1849E

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Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[ValenciaTravis's solution](#)

971.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[ValenciaTravis's solution](#)

972.

1625D

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Quality: 2,319 global accepts · Rating: 2300 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[ValenciaTravis's solution](#)

973.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[ValenciaTravis's solution](#)

974.

1834E

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Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[ValenciaTravis's solution](#)

975.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[ValenciaTravis's solution](#)

976.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2023-05-20 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ValenciaTravis's solution](#)

977.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2023-05-21 · last AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ValenciaTravis's solution](#)

978.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-01-16 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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979.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[ValenciaTravis's solution](#)

980.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,435 global accepts · Rating: 2300 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ValenciaTravis's solution](#)

981.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ValenciaTravis's solution](#)

982.

1798E

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Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ValenciaTravis's solution](#)

983.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[ValenciaTravis's solution](#)

984.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[ValenciaTravis's solution](#)

985.

1805E

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Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

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986.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[ValenciaTravis's solution](#)

987.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

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988.

1781E

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Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[ValenciaTravis's solution](#)

989.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[ValenciaTravis's solution](#)

990.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,604 global accepts · Rating: 2300 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: data structures, math

[ValenciaTravis's solution](#)

991.

817F

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Quality: 3,364 global accepts · Rating: 2300 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

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992.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[ValenciaTravis's solution](#)

993.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

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994.

2005D

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[ValenciaTravis's solution](#)

995.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: hashing, number theory

[ValenciaTravis's solution](#)

996.

1083E

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Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

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997.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices

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998.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[ValenciaTravis's solution](#)

999.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

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1000.

1374F

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Quality: 1,398 global accepts · Rating: 2400 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

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1001.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[ValenciaTravis's solution](#)

1002.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[ValenciaTravis's solution](#)

1003.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[ValenciaTravis's solution](#)**1004.**

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[ValenciaTravis's solution](#)**1005.**

932E

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Quality: 3,435 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ValenciaTravis's solution](#)**1006.**

1585F

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Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ValenciaTravis's solution](#)**1007.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[ValenciaTravis's solution](#)**1008.**

1036E

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Quality: 1,772 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: fft, geometry, number theory

[ValenciaTravis's solution](#)**1009.**

1726E

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Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[ValenciaTravis's solution](#)**1010.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees

[ValenciaTravis's solution](#)**1011.**

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, number theory

[ValenciaTravis's solution](#)**1012.**

2122D

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[ValenciaTravis's solution](#)**1013.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
[ValenciaTravis's solution](#)

1014.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[ValenciaTravis's solution](#)

1015.

2109E

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Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[ValenciaTravis's solution](#)

1016.

2110F

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Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

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1017.

2111F

[Puzzle](#) · [Tutorial](#)

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1018.

1779E

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1019.

1830C

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1020.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[ValenciaTravis's solution](#)

1021.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[ValenciaTravis's solution](#)

1022.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[ValenciaTravis's solution](#)

1023.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-10-12 · last AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[ValenciaTravis's solution](#)

1024.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[ValenciaTravis's solution](#)

1025.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-10-09 · last AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, trees

[ValenciaTravis's solution](#)

1026.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[ValenciaTravis's solution](#)

1027.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[ValenciaTravis's solution](#)

1028.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[ValenciaTravis's solution](#)

1029.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[ValenciaTravis's solution](#)

1030.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[ValenciaTravis's solution](#)

1031.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[ValenciaTravis's solution](#)

1032.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[ValenciaTravis's solution](#)

1033.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

1034.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[ValenciaTravis's solution](#)

1035.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[ValenciaTravis's solution](#)

1036.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[ValenciaTravis's solution](#)

1037.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[ValenciaTravis's solution](#)

1038.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[ValenciaTravis's solution](#)

1039.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[ValenciaTravis's solution](#)

1040.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[ValenciaTravis's solution](#)

1041.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[ValenciaTravis's solution](#)

1042.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[ValenciaTravis's solution](#)

1043.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[ValenciaTravis's solution](#)

1044.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[ValenciaTravis's solution](#)

1045.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[ValenciaTravis's solution](#)

1046.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[ValenciaTravis's solution](#)

1047.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[ValenciaTravis's solution](#)

1048.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[ValenciaTravis's solution](#)

1049.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[ValenciaTravis's solution](#)

1050.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ValenciaTravis's solution](#)

1051.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[ValenciaTravis's solution](#)

1052.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ValenciaTravis's solution](#)

1053.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ValenciaTravis's solution](#)

1054.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[ValenciaTravis's solution](#)

1055.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[ValenciaTravis's solution](#)

1056.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[ValenciaTravis's solution](#)

1057.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1058.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1059.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[ValenciaTravis's solution](#)

1060.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[ValenciaTravis's solution](#)

1061.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[ValenciaTravis's solution](#)

1062.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[ValenciaTravis's solution](#)

1063.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-11 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[ValenciaTravis's solution](#)

1064.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[ValenciaTravis's solution](#)

1065.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[ValenciaTravis's solution](#)

1066.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[ValenciaTravis's solution](#)

1067.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ValenciaTravis's solution](#)

1068.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[ValenciaTravis's solution](#)

1069.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[ValenciaTravis's solution](#)

1070.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[ValenciaTravis's solution](#)

1071.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[ValenciaTravis's solution](#)

1072.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy,

sortings, trees

[ValenciaTravis's solution](#)

1073.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[ValenciaTravis's solution](#)

1074.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[ValenciaTravis's solution](#)

1075.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[ValenciaTravis's solution](#)

1076.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[ValenciaTravis's solution](#)

1077.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[ValenciaTravis's solution](#)

1078.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[ValenciaTravis's solution](#)

1079.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[ValenciaTravis's solution](#)

1080.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[ValenciaTravis's solution](#)

1081.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[ValenciaTravis's solution](#)

1082.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ValenciaTravis's solution](#)

1083.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[ValenciaTravis's solution](#)

1084.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[ValenciaTravis's solution](#)

1085.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[ValenciaTravis's solution](#)

1086.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[ValenciaTravis's solution](#)

1087.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[ValenciaTravis's solution](#)

1088.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ValenciaTravis's solution](#)

1089.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[ValenciaTravis's solution](#)

1090.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[ValenciaTravis's solution](#)

1091.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ValenciaTravis's solution](#)

1092.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings
[ValenciaTravis's solution](#)

1093.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings
[ValenciaTravis's solution](#)

1094.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[ValenciaTravis's solution](#)

1095.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive
[ValenciaTravis's solution](#)

1096.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[ValenciaTravis's solution](#)

1097.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
[ValenciaTravis's solution](#)

1098.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[ValenciaTravis's solution](#)

1099.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[ValenciaTravis's solution](#)

1100.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[ValenciaTravis's solution](#)

1101.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[ValenciaTravis's solution](#)

1102.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[ValenciaTravis's solution](#)

1103.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[ValenciaTravis's solution](#)

1104.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ValenciaTravis's solution](#)

1105.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[ValenciaTravis's solution](#)

1106.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2021-01-19 · last AC: 2023-05-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[ValenciaTravis's solution](#)

1107.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[ValenciaTravis's solution](#)

1108.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ValenciaTravis's solution](#)

1109.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math

[ValenciaTravis's solution](#)

1110.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[ValenciaTravis's solution](#)

1111.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[ValenciaTravis's solution](#)

1112.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2400 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ValenciaTravis's solution](#)

1113.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[ValenciaTravis's solution](#)

1114.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[ValenciaTravis's solution](#)

1115.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[ValenciaTravis's solution](#)

1116.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[ValenciaTravis's solution](#)

1117.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[ValenciaTravis's solution](#)

1118.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: data structures, dp

[ValenciaTravis's solution](#)

1119.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[ValenciaTravis's solution](#)

1120.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[ValenciaTravis's solution](#)

1121.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data

structures, dp, two pointers

[ValenciaTravis's solution](#)

1122.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ValenciaTravis's solution](#)

1123.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[ValenciaTravis's solution](#)

1124.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ValenciaTravis's solution](#)

1125.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[ValenciaTravis's solution](#)

1126.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-09-24 · last AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[ValenciaTravis's solution](#)

1127.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[ValenciaTravis's solution](#)

1128.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[ValenciaTravis's solution](#)

1129.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[ValenciaTravis's solution](#)

1130.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[ValenciaTravis's solution](#)

1131.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[ValenciaTravis's solution](#)

1132.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[ValenciaTravis's solution](#)

1133.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[ValenciaTravis's solution](#)

1134.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[ValenciaTravis's solution](#)

1135.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ValenciaTravis's solution](#)

1136.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ValenciaTravis's solution](#)

1137.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[ValenciaTravis's solution](#)

1138.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[ValenciaTravis's solution](#)

1139.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[ValenciaTravis's solution](#)

1140.

1314B

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

Rating: 2500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ValenciaTravis's solution](#)

1141.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, geometry, math, sortings

[ValenciaTravis's solution](#)

1142.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ValenciaTravis's solution](#)

1143.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ValenciaTravis's solution](#)

1144.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2500 · first AC: 2024-09-20 · last AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[ValenciaTravis's solution](#)

1145.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[ValenciaTravis's solution](#)

1146.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[ValenciaTravis's solution](#)

1147.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[ValenciaTravis's solution](#)

1148.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[ValenciaTravis's solution](#)

1149.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[ValenciaTravis's solution](#)

1150.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[ValenciaTravis's solution](#)

1151.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[ValenciaTravis's solution](#)**1152.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[ValenciaTravis's solution](#)**1153.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[ValenciaTravis's solution](#)**1154.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ValenciaTravis's solution](#)**1155.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[ValenciaTravis's solution](#)**1156.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ValenciaTravis's solution](#)**1157.**

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[ValenciaTravis's solution](#)**1158.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[ValenciaTravis's solution](#)**1159.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[ValenciaTravis's solution](#)**1160.**

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[ValenciaTravis's solution](#)

1161.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[ValenciaTravis's solution](#)

1162.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ValenciaTravis's solution](#)

1163.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[ValenciaTravis's solution](#)

1164.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ValenciaTravis's solution](#)

1165.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[ValenciaTravis's solution](#)

1166.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[ValenciaTravis's solution](#)

1167.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[ValenciaTravis's solution](#)

1168.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ValenciaTravis's solution](#)

1169.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[ValenciaTravis's solution](#)

1170.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[ValenciaTravis's solution](#)

1171.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, implementation

[ValenciaTravis's solution](#)

1172.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[ValenciaTravis's solution](#)

1173.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[ValenciaTravis's solution](#)

1174.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ValenciaTravis's solution](#)

1175.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[ValenciaTravis's solution](#)

1176.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-13 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[ValenciaTravis's solution](#)

1177.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[ValenciaTravis's solution](#)

1178.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[ValenciaTravis's solution](#)

1179.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[ValenciaTravis's solution](#)

1180.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[ValenciaTravis's solution](#)

1181.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[ValenciaTravis's solution](#)

1182.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[ValenciaTravis's solution](#)

1183.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[ValenciaTravis's solution](#)

1184.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[ValenciaTravis's solution](#)

1185.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ValenciaTravis's solution](#)

1186.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[ValenciaTravis's solution](#)

1187.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[ValenciaTravis's solution](#)

1188.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ValenciaTravis's solution](#)

1189.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[ValenciaTravis's solution](#)

1190.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ValenciaTravis's solution](#)

1191.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[ValenciaTravis's solution](#)

1192.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[ValenciaTravis's solution](#)

1193.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ValenciaTravis's solution](#)

1194.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ValenciaTravis's solution](#)

1195.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[ValenciaTravis's solution](#)

1196.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[ValenciaTravis's solution](#)

1197.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-05-19 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[ValenciaTravis's solution](#)

1198.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ValenciaTravis's solution](#)

1199.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2021-01-19 · last AC: 2023-05-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[ValenciaTravis's solution](#)

1200.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[ValenciaTravis's solution](#)

1201.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[ValenciaTravis's solution](#)

1202.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[ValenciaTravis's solution](#)

1203.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, math

[ValenciaTravis's solution](#)

1204.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ValenciaTravis's solution](#)

1205.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[ValenciaTravis's solution](#)

1206.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[ValenciaTravis's solution](#)

1207.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[ValenciaTravis's solution](#)

1208.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[ValenciaTravis's solution](#)

1209.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[ValenciaTravis's solution](#)

1210.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2021-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[ValenciaTravis's solution](#)

1211.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2021-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ValenciaTravis's solution](#)

1212.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[ValenciaTravis's solution](#)

1213.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[ValenciaTravis's solution](#)

1214.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[ValenciaTravis's solution](#)

1215.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[ValenciaTravis's solution](#)

1216.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[ValenciaTravis's solution](#)

1217.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[ValenciaTravis's solution](#)

1218.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[ValenciaTravis's solution](#)

1219.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[ValenciaTravis's solution](#)

1220.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[ValenciaTravis's solution](#)

1221.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ValenciaTravis's solution](#)

1222.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ValenciaTravis's solution](#)

1223.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[ValenciaTravis's solution](#)

1224.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[ValenciaTravis's solution](#)

1225.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ValenciaTravis's solution](#)

1226.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[ValenciaTravis's solution](#)

1227.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ValenciaTravis's solution](#)

1228.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search

[ValenciaTravis's solution](#)

1229.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ValenciaTravis's solution](#)

1230.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, strings

[ValenciaTravis's solution](#)

1231.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[ValenciaTravis's solution](#)

1232.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[ValenciaTravis's solution](#)

1233.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[ValenciaTravis's solution](#)

1234.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ValenciaTravis's solution](#)

1235.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ValenciaTravis's solution](#)

1236.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[ValenciaTravis's solution](#)

1237.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-10-13 · last AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[ValenciaTravis's solution](#)

1238.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ValenciaTravis's solution](#)

1239.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ValenciaTravis's solution](#)

1240.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[ValenciaTravis's solution](#)

1241.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[ValenciaTravis's solution](#)

1242.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[ValenciaTravis's solution](#)

1243.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[ValenciaTravis's solution](#)

1244.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

1245.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[ValenciaTravis's solution](#)

1246.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

1247.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[ValenciaTravis's solution](#)

1248.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[ValenciaTravis's solution](#)

1249.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[ValenciaTravis's solution](#)

1250.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[ValenciaTravis's solution](#)

1251.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[ValenciaTravis's solution](#)

1252.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[ValenciaTravis's solution](#)

1253.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[ValenciaTravis's solution](#)

1254.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ValenciaTravis's solution](#)

1255.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ValenciaTravis's solution](#)

1256.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[ValenciaTravis's solution](#)

1257.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[ValenciaTravis's solution](#)

1258.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ValenciaTravis's solution](#)

1259.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[ValenciaTravis's solution](#)

1260.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[ValenciaTravis's solution](#)

1261.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[ValenciaTravis's solution](#)

1262.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[ValenciaTravis's solution](#)

1263.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[ValenciaTravis's solution](#)

1264.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[ValenciaTravis's solution](#)

1265.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[ValenciaTravis's solution](#)

1266.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[ValenciaTravis's solution](#)

1267.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[ValenciaTravis's solution](#)

1268.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[ValenciaTravis's solution](#)

1269.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[ValenciaTravis's solution](#)

1270.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[ValenciaTravis's solution](#)

1271.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[ValenciaTravis's solution](#)

1272.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ValenciaTravis's solution](#)

1273.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[ValenciaTravis's solution](#)

1274.

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[ValenciaTravis's solution](#)

1275.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[ValenciaTravis's solution](#)

1276.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2021-01-24 · last AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[ValenciaTravis's solution](#)

1277.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ValenciaTravis's solution](#)

1278.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[ValenciaTravis's solution](#)

1279.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ValenciaTravis's solution](#)

1280.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[ValenciaTravis's solution](#)

1281.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[ValenciaTravis's solution](#)

1282.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[ValenciaTravis's solution](#)

1283.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, graphs

[ValenciaTravis's solution](#)

1284.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[ValenciaTravis's solution](#)

1285.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ValenciaTravis's solution](#)

1286.

1602F

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

Rating: 2700 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ValenciaTravis's solution](#)

1287.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[ValenciaTravis's solution](#)

1288.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[ValenciaTravis's solution](#)

1289.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ValenciaTravis's solution](#)

1290.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[ValenciaTravis's solution](#)

1291.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[ValenciaTravis's solution](#)

1292.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[ValenciaTravis's solution](#)

1293.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[ValenciaTravis's solution](#)

1294.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[ValenciaTravis's solution](#)

1295.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[ValenciaTravis's solution](#)

1296.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[ValenciaTravis's solution](#)

1297.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[ValenciaTravis's solution](#)

1298.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[ValenciaTravis's solution](#)

1299.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-01-22 · last AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[ValenciaTravis's solution](#)

1300.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[ValenciaTravis's solution](#)

1301.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[ValenciaTravis's solution](#)

1302.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[ValenciaTravis's solution](#)

1303.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, trees

[ValenciaTravis's solution](#)

1304.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings, strings

[ValenciaTravis's solution](#)

1305.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[ValenciaTravis's solution](#)

1306.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[ValenciaTravis's solution](#)

1307.

2107F2

[Cycling \(Hard Version\)](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[ValenciaTravis's solution](#)

1308.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[ValenciaTravis's solution](#)

1309.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[ValenciaTravis's solution](#)

1310.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[ValenciaTravis's solution](#)

1311.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[ValenciaTravis's solution](#)

1312.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory

[ValenciaTravis's solution](#)

1313.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[ValenciaTravis's solution](#)

1314.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[ValenciaTravis's solution](#)

1315.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-09-20 · last AC: 2024-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[ValenciaTravis's solution](#)

1316.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation

[ValenciaTravis's solution](#)

1317.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[ValenciaTravis's solution](#)

1318.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ValenciaTravis's solution](#)

1319.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1320.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[ValenciaTravis's solution](#)

1321.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[ValenciaTravis's solution](#)

1322.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[ValenciaTravis's solution](#)

1323.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[ValenciaTravis's solution](#)

1324.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[ValenciaTravis's solution](#)

1325.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[ValenciaTravis's solution](#)

1326.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[ValenciaTravis's solution](#)

1327.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ValenciaTravis's solution](#)

1328.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[ValenciaTravis's solution](#)

1329.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[ValenciaTravis's solution](#)

1330.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ValenciaTravis's solution](#)

1331.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[ValenciaTravis's solution](#)

1332.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ValenciaTravis's solution](#)

1333.

1845F

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

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[ValenciaTravis's solution](#)

1334.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2020-12-30 · last AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[ValenciaTravis's solution](#)

1335.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[ValenciaTravis's solution](#)

1336.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ValenciaTravis's solution](#)

1337.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[ValenciaTravis's solution](#)

1338.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ValenciaTravis's solution](#)

1339.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ValenciaTravis's solution](#)

1340.

2018F1

[Speedbreaker Counting \(Easy Version\) · Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[ValenciaTravis's solution](#)

1341.

1218H

[Function Composition · Tutorial](#)

Quality: 157 global accepts · Rating: 2900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
[ValenciaTravis's solution](#)

1342.

1765J

[Hero to Zero · Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, math
[ValenciaTravis's solution](#)

1343.

1916F

[Group Division · Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[ValenciaTravis's solution](#)

1344.

938G

[Shortest Path Queries · Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[ValenciaTravis's solution](#)

1345.

1479D

[Odd Mineral Resource · Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[ValenciaTravis's solution](#)

1346.

1847E

[Triangle Platinum? · Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities
[ValenciaTravis's solution](#)

1347.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths · Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[ValenciaTravis's solution](#)

1348.

343E

[Pumping Stations · Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[ValenciaTravis's solution](#)

1349.

914F

[Substrings in a String · Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[ValenciaTravis's solution](#)

1350.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings
[ValenciaTravis's solution](#)

1351.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[ValenciaTravis's solution](#)

1352.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths
[ValenciaTravis's solution](#)

1353.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[ValenciaTravis's solution](#)

1354.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[ValenciaTravis's solution](#)

1355.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3000 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows
[ValenciaTravis's solution](#)

1356.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[ValenciaTravis's solution](#)

1357.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[ValenciaTravis's solution](#)

1358.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory
[ValenciaTravis's solution](#)

1359.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ValenciaTravis's solution](#)

1360.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[ValenciaTravis's solution](#)

1361.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[ValenciaTravis's solution](#)

1362.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[ValenciaTravis's solution](#)

1363.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[ValenciaTravis's solution](#)

1364.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[ValenciaTravis's solution](#)

1365.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[ValenciaTravis's solution](#)

1366.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[ValenciaTravis's solution](#)

1367.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, trees

[ValenciaTravis's solution](#)

1368.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[ValenciaTravis's solution](#)

1369.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ValenciaTravis's solution](#)

1370.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[ValenciaTravis's solution](#)

1371.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ValenciaTravis's solution](#)

1372.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ValenciaTravis's solution](#)

1373.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ValenciaTravis's solution](#)

1374.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[ValenciaTravis's solution](#)

1375.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[ValenciaTravis's solution](#)

1376.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[ValenciaTravis's solution](#)

1377.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[ValenciaTravis's solution](#)

1378.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[ValenciaTravis's solution](#)

1379.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[ValenciaTravis's solution](#)

1380.

1588E

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

Rating: 3200 · first AC: 2025-06-24 · last AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, two pointers

[ValenciaTravis's solution](#)

1381.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, graphs, math, probabilities

[ValenciaTravis's solution](#)

1382.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[ValenciaTravis's solution](#)

1383.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1384.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[ValenciaTravis's solution](#)

1385.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[ValenciaTravis's solution](#)

1386.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[ValenciaTravis's solution](#)

1387.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[ValenciaTravis's solution](#)

1388.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[ValenciaTravis's solution](#)

1389.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ValenciaTravis's solution](#)

1390.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,608 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[ValenciaTravis's solution](#)

1391.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,999 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ValenciaTravis's solution](#)

1392.

undefined543

[Cafe](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1393.

102056E

[Immortal ... Universe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1394.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1395.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1396.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1397.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1398.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1399.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1400.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1401.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1402.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1403.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1404.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1405.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1406.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1407.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1408.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1409.

undefined274

[Spam-filter](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · last AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ValenciaTravis's solution](#)

1410.

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1411.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1412.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1413.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1414.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1415.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1416.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1417.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1418.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1419.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1420.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1421.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1422.

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1423.

105327G

[Geography of Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1424.

105182H

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1425.

105182K

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

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1426.

105182I

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1427.

105182C

[Add](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1428.

105182D

[Black and White Bead String](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1429.

105327J

[Journey through Colors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1430.

105327D

[Decrease the Boss Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1431.

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1432.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1433.

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1434.

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1435.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1436.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1437.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1438.

105327L

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

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1439.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1440.

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1441.

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1442.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1443.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1444.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1445.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1446.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1447.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1448.

104059C

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

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1449.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1450.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1451.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1452.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1453.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1454.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1455.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1456.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1457.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1458.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1459.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1460.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1461.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1462.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1463.

105170J

[Lone Trail](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1464.

105170A

[Eminor Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1465.

105170H

[Games on the Ads 2: Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1466.

105170K

[String Divide II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1467.

105170F

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1468.

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1469.

105170D

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1470.

105170C

[Fibonacci Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1471.

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1472.

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1473.

105170E

[Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1474.

105170I

[The Easiest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1475.

105173B

[Charging Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1476.

105173K

[Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1477.

104854H

[Homogeneous Mixings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1478.

105173G

[Diamond](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1479.

105173H

[Meet](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1480.

105173M

[House](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1481.

105173F

[Factor](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1482.

105173L

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

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1483.

105173I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1484.

105173E

[Checksum](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1485.

105173D

[nIM gAME](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1486.

105173A

[Paper Watering](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1487.

105173J

[Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1488.

104854A

[Arthur The Ant](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1489.

104854K

[Kenough Time](#) · [Tutorial](#)

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104854J

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104854B

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104854F

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1498.

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105163E

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105163L

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1501.

105163C

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1502.

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Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1503.

105163F

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Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1504.

105163J

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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105163K

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Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1506.

105163D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1507.

105163B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1508.

105163I

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Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1509.

105158I

[378QAQ TOEJWS&N2](#)

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1510.

105158D

[YyNkô](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1511.

105158A

[Once In My Life](#) · Tutorial

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1512.

105158C

[NOCIAÑ %o•bSkÔ•\[](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1513.

105158K

[h Ntjñl](#)

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1514.

105158H

[-•gthrial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1515.

105158L

[Toxel N PCPC-III](#) Tutorial

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1516.

105158M

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Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1517.

105158J

[c'Rññl ep](#)

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1518.

105158B

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1519.

105158F

[OTYññl&N2](#)

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1520.

105161D

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Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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1522.

105161C

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1523.

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1524.

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1525.

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1526.

105161E

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1527.

105161G

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1528.

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Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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1529.

105161F

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1530.

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1531.

105139F

[Enchanted](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1532.

105139D

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1533.

105139G

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Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1534.

105139H

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Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1535.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1536.

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[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1537.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1538.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1539.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1540.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1541.

105112E

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Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1542.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1543.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1544.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1545.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1546.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1547.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1548.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1549.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1550.

105112D

[Date Picker](#) · [Tutorial](#)

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1551.

102471J

[Permutation](#) · [Tutorial](#)

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1552.

102471B

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Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1553.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1554.

102471G

[Happiness](#) · [Tutorial](#)

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1555.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1556.

102471E

[Flow](#) · [Tutorial](#)

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1557.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1558.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1559.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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1560.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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1561.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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1562.

103119B

[Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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1563.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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1564.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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1565.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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1566.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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1567.

103119G

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1568.

103119F

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Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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1569.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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1570.

103119D

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1571.

103119L

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

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1572.

103049A

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Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1573.

103049C

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1574.

103049H

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1575.

103049K

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1576.

104587K

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1577.

104587B

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Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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1578.

104587J

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Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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1579.

104587E

[Over the Hill, Part 1](#) · [Tutorial](#)

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1580.

104587C

[Math Trade](#) · [Tutorial](#)

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1581.

104587G

[A Rank Problem](#) · [Tutorial](#)

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1582.

104587H

[Restroom Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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1583.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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1584.

103069G

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Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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1585.

103069A

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1586.

103069B

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Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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1587.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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1588.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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1589.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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1590.

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Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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1591.

102992C

[Certain Scientific Railgun](#) · [Tutorial](#)

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1592.

102992I

[Interested in Skiing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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1593.

102992D

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1594.

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1595.

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1598.

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1602.

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1604.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1605.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1606.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1607.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1608.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1609.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1610.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)**1611.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)**1612.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)**1613.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)**1614.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)**1615.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)**1616.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)**1617.**

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)**1618.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)**1619.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)**1620.**

104596B

[Bio Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1621.

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1622.

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1623.

104596H

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

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1624.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1625.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1626.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1627.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1628.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1629.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1630.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1631.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1632.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1633.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1634.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1635.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1636.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1637.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1638.

104725B

[~EqNKj'](#)

Rating: — · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1639.

104725H

[Wq&N2n8b](#)

Rating: — · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1640.

104725G

[!7pufSi;\[ub](#)

Rating: — · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1641.

104725F

[g^N5G\[P^R](#)

Rating: — · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1642.

104725L

[Q\[0n8b](#)

Rating: — · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1643.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1644.

104725A

[u74021jleQ•N](#)

Rating: — · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1645.

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1646.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1647.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1648.

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1649.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1650.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1651.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1652.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1653.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1654.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1655.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1656.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1657.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1658.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1659.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1660.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1661.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1662.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1663.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1664.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1665.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1666.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1667.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1668.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1669.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1670.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1671.

104172D

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

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1672.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1673.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1674.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1675.

104172L

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

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1676.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1677.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1678.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1679.

103652D

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1680.

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1681.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1682.

101630A

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

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1683.

100738E

[Pretty Buses](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1684.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1685.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1686.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1687.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1688.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1689.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)

1690.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[ValenciaTravis's solution](#)