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Unique solved — VladiG

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

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1.

2202A

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2.

2203A

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3.

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4.

2193A

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5.

2180A

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6.

2153B

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7.

2153A

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8.

2145A

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9.

2155A

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10.

2149B

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2149A

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12.

2143A

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13.

2144A

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14.

2136A

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15.

2134A

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16.

2125A

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17.

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18.

2119A

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19.

2090A

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20.

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21.

2118A

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22.

2070A

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23.

2069A

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2064A

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25.

2063A

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26.

2062A

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27.

2056A

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28.

2055A

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29.

2053A

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30.

2057A

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31.

2048A

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32.

2050A

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33.

2051B

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34.

2051A

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35.

2037A

[Twice](#) · [Tutorial](#)

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36.

2040A

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37.

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38.

2039A

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39.

2038J

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40.

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41.

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42.

2033A

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43.

2036A

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44.

2035A

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45.

2024A

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46.

1903A

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47.

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48.

2022A

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49.

2021A

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50.

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51.

2010A

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52.

2020A

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53.

2013A

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54.

2009B

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55.

2009A

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56.

2007A

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57.

2004A

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58.

2003B

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59.

2003A

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60.

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61.

2000A

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62.

1999A

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63.

2002A

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- 64.**
1998A
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1993A
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1997A
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1991A
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- 68.**
1996B
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- 69.**
1996A
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- 70.**
1995A
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- 71.**
1989A
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1994A
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- 73.**
1992B
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1992A
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75.

1978A

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76.

1987A

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77.

1955A

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78.

1986A

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79.

1984A

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80.

1956B

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81.

1985B

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82.

1985A

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83.

1968A

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84.

1979A

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85.

1980B

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86.

1980A

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Quality: 47,600 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

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87.

1975A

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88.

1976A

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89.

1977A

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90.

1971B

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91.

1971A

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92.

1972A

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93.

1974B

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94.

1974A

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Quality: 37,923 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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95.

1956A

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96.

1810B

[Candies](#) · [Tutorial](#)

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97.

1810A

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98.

1969A

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99.

702A

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100.

996A

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101.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,987 global accepts · Rating: 800 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[VladiG's solution](#)

102.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 800 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[VladiG's solution](#)

103.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[VladiG's solution](#)

104.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,935 global accepts · Rating: 900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[VladiG's solution](#)

105.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,367 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[VladiG's solution](#)

106.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
[VladiG's solution](#)

107.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[VladiG's solution](#)

108.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[VladiG's solution](#)

109.

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[VladiG's solution](#)

110.

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[VladiG's solution](#)

111.

2007B

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

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[VladiG's solution](#)

112.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[VladiG's solution](#)

113.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[VladiG's solution](#)

114.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,542 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[VladiG's solution](#)

115.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,553 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[VladiG's solution](#)

116.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,918 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[VladiG's solution](#)

117.

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[VladiG's solution](#)

118.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[VladiG's solution](#)

119.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[VladiG's solution](#)

120.

2057B

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

Quality: 23,278 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[VladiG's solution](#)

121.

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[VladiG's solution](#)

122.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[VladiG's solution](#)

123.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[VladiG's solution](#)

124.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[VladiG's solution](#)

125.

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[VladiG's solution](#)

126.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,428 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[VladiG's solution](#)

127.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[VladiG's solution](#)

128.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[VladiG's solution](#)

129.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[VladiG's solution](#)

130.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,112 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[VladiG's solution](#)

131.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,435 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[VladiG's solution](#)

132.

2155B

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

Quality: 16,992 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[VladiG's solution](#)

133.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[VladiG's solution](#)

134.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[VladiG's solution](#)

135.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[VladiG's solution](#)

136.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[VladiG's solution](#)

137.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[VladiG's solution](#)

138.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings

[VladiG's solution](#)

139.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

140.

2009C

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

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[VladiG's solution](#)

141.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[VladiG's solution](#)

142.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[VladiG's solution](#)

143.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[VladiG's solution](#)

144.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[VladiG's solution](#)

145.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[VladiG's solution](#)

146.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[VladiG's solution](#)

147.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[VladiG's solution](#)

148.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[VladiG's solution](#)

149.

2174A

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

Quality: 14,307 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[VladiG's solution](#)

150.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[VladiG's solution](#)

151.

2136C

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

Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[VladiG's solution](#)

152.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,687 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[VladiG's solution](#)

153.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,878 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[VladiG's solution](#)

154.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[VladiG's solution](#)

155.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[VladiG's solution](#)

156.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[VladiG's solution](#)

157.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,924 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[VladiG's solution](#)

158.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[VladiG's solution](#)

159.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[VladiG's solution](#)

160.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[VladiG's solution](#)

161.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[VladiG's solution](#)

162.

2005B2

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

Quality: 21,690 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[VladiG's solution](#)

163.

2003C

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

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[VladiG's solution](#)

164.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[VladiG's solution](#)

165.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[VladiG's solution](#)

166.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[VladiG's solution](#)

167.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[VladiG's solution](#)

168.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[VladiG's solution](#)

169.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[VladiG's solution](#)

170.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,742 global accepts · Rating: 1200 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[VladiG's solution](#)

171.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[VladiG's solution](#)

172.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[VladiG's solution](#)

173.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[VladiG's solution](#)

174.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[VladiG's solution](#)

175.

2201A1

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

Quality: 11,060 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[VladiG's solution](#)

176.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[VladiG's solution](#)

177.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[VladiG's solution](#)

178.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

179.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[VladiG's solution](#)

180.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[VladiG's solution](#)

181.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[VladiG's solution](#)

182.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[VladiG's solution](#)

183.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[VladiG's solution](#)

184.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,635 global accepts · Rating: 1300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[VladiG's solution](#)

185.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[VladiG's solution](#)

186.

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[VladiG's solution](#)

187.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[VladiG's solution](#)

188.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[VladiG's solution](#)

189.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

190.

1980C

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

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[VladiG's solution](#)

191.

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[VladiG's solution](#)

192.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[VladiG's solution](#)

193.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[VladiG's solution](#)

194.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[VladiG's solution](#)

195.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[VladiG's solution](#)

196.

2038L

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

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[VladiG's solution](#)

197.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings
[VladiG's solution](#)

198.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[VladiG's solution](#)

199.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[VladiG's solution](#)

200.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[VladiG's solution](#)

201.

2020C

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

Quality: 18,301 global accepts · Rating: 1400 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[VladiG's solution](#)

202.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[VladiG's solution](#)

203.

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[VladiG's solution](#)

204.

2009D

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

Quality: 18,777 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[VladiG's solution](#)

205.

2000E

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

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[VladiG's solution](#)

206.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[VladiG's solution](#)

207.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,061 global accepts · Rating: 1400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[VladiG's solution](#)

208.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[VladiG's solution](#)

209.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[VladiG's solution](#)

210.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[VladiG's solution](#)

211.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[VladiG's solution](#)

212.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[VladiG's solution](#)

213.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[VladiG's solution](#)

214.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[VladiG's solution](#)

215.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[VladiG's solution](#)

216.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[VladiG's solution](#)

217.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,256 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[VladiG's solution](#)

218.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,279 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[VladiG's solution](#)

219.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[VladiG's solution](#)

220.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[VladiG's solution](#)

221.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[VladiG's solution](#)

222.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[VladiG's solution](#)

223.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[VladiG's solution](#)

224.

1891C

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

Quality: 20,361 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[VladiG's solution](#)

225.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy

[VladiG's solution](#)

226.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[VladiG's solution](#)

227.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[VladiG's solution](#)

228.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[VladiG's solution](#)

229.

1997D

[Maximize the Root · Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[VladiG's solution](#)

230.

1996D

[Fun · Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[VladiG's solution](#)

231.

702B

[Powers of Two · Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
[VladiG's solution](#)

232.

1742F

[Smaller · Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[VladiG's solution](#)

233.

1985F

[Final Boss · Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[VladiG's solution](#)

234.

2207B

[One Night At Freddy's · Tutorial](#)

Quality: 5,817 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[VladiG's solution](#)

235.

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,453 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
[VladiG's solution](#)

236.

2196B

[Another Problem about Beautiful Pairs · Tutorial](#)

Quality: 8,586 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers
[VladiG's solution](#)

237.

2125D

[Segments Covering · Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[VladiG's solution](#)

238.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[VladiG's solution](#)

239.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[VladiG's solution](#)

240.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[VladiG's solution](#)

241.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[VladiG's solution](#)

242.

1904D1

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

Quality: 8,623 global accepts · Rating: 1600 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[VladiG's solution](#)

243.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[VladiG's solution](#)

244.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[VladiG's solution](#)

245.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[VladiG's solution](#)

246.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[VladiG's solution](#)

247.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers
[VladiG's solution](#)

248.

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[VladiG's solution](#)

249.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math

[VladiG's solution](#)

250.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[VladiG's solution](#)

251.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[VladiG's solution](#)

252.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[VladiG's solution](#)

253.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[VladiG's solution](#)

254.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[VladiG's solution](#)

255.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,298 global accepts · Rating: 1600 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[VladiG's solution](#)

256.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · last AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[VladiG's solution](#)

257.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[VladiG's solution](#)

258.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

259.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[VladiG's solution](#)

260.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[VladiG's solution](#)

261.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[VladiG's solution](#)

262.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

[VladiG's solution](#)

263.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[VladiG's solution](#)

264.

1795D

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

Quality: 13,076 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[VladiG's solution](#)

265.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, number theory

[VladiG's solution](#)

266.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

267.

2201B

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

Quality: 4,960 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[VladiG's solution](#)

268.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[VladiG's solution](#)

269.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[VladiG's solution](#)

270.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[VladiG's solution](#)

271.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[VladiG's solution](#)

272.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[VladiG's solution](#)

273.

2090D

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

Rating: 1700 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[VladiG's solution](#)

274.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[VladiG's solution](#)

275.

2118D1

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

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[VladiG's solution](#)

276.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[VladiG's solution](#)

277.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[VladiG's solution](#)

278.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation,

sortings

[VladiG's solution](#)

279.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[VladiG's solution](#)

280.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[VladiG's solution](#)

281.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math

[VladiG's solution](#)

282.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation

[VladiG's solution](#)

283.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[VladiG's solution](#)

284.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[VladiG's solution](#)

285.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[VladiG's solution](#)

286.

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[VladiG's solution](#)

287.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[VladiG's solution](#)

288.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[VladiG's solution](#)

289.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[VladiG's solution](#)

290.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

291.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[VladiG's solution](#)

292.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[VladiG's solution](#)

293.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[VladiG's solution](#)

294.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[VladiG's solution](#)

295.

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[VladiG's solution](#)

296.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[VladiG's solution](#)

297.

1903D1

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

Quality: 7,153 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[VladiG's solution](#)

298.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[VladiG's solution](#)

299.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[VladiG's solution](#)

300.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[VladiG's solution](#)

301.

1677B

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

Quality: 4,551 global accepts · Rating: 1700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[VladiG's solution](#)

302.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[VladiG's solution](#)

303.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[VladiG's solution](#)

304.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[VladiG's solution](#)

305.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[VladiG's solution](#)

306.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[VladiG's solution](#)

307.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[VladiG's solution](#)

308.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[VladiG's solution](#)

309.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[VladiG's solution](#)

310.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[VladiG's solution](#)

311.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[VladiG's solution](#)

312.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings

[VladiG's solution](#)

313.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[VladiG's solution](#)

314.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[VladiG's solution](#)

315.

1879D

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

Quality: 10,497 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[VladiG's solution](#)

316.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[VladiG's solution](#)

317.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[VladiG's solution](#)

318.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[VladiG's solution](#)

319.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,490 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[VladiG's solution](#)

320.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[VladiG's solution](#)

321.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[VladiG's solution](#)

322.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[VladiG's solution](#)

323.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,764 global accepts · Rating: 1800 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[VladiG's solution](#)

324.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[VladiG's solution](#)

325.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[VladiG's solution](#)

326.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[VladiG's solution](#)

327.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[VladiG's solution](#)

328.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[VladiG's solution](#)

329.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[VladiG's solution](#)

330.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[VladiG's solution](#)

331.

1805D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[VladiG's solution](#)

332.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[VladiG's solution](#)

333.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[VladiG's solution](#)

334.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[VladiG's solution](#)

335.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[VladiG's solution](#)

336.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[VladiG's solution](#)

337.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings

[VladiG's solution](#)

338.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[VladiG's solution](#)

339.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings, two pointers
[VladiG's solution](#)

340.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[VladiG's solution](#)

341.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[VladiG's solution](#)

342.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[VladiG's solution](#)

343.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[VladiG's solution](#)

344.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[VladiG's solution](#)

345.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[VladiG's solution](#)

346.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[VladiG's solution](#)

347.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[VladiG's solution](#)

348.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities

[VladiG's solution](#)

349.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[VladiG's solution](#)

350.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[VladiG's solution](#)

351.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[VladiG's solution](#)

352.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[VladiG's solution](#)

353.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[VladiG's solution](#)

354.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[VladiG's solution](#)

355.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,233 global accepts · Rating: 1800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[VladiG's solution](#)

356.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[VladiG's solution](#)

357.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[VladiG's solution](#)

358.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[VladiG's solution](#)

359.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

360.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

361.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[VladiG's solution](#)

362.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[VladiG's solution](#)

363.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[VladiG's solution](#)

364.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[VladiG's solution](#)

365.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,811 global accepts · Rating: 1800 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[VladiG's solution](#)

366.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[VladiG's solution](#)

367.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[VladiG's solution](#)

368.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[VladiG's solution](#)

369.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory
[VladiG's solution](#)

370.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[VladiG's solution](#)

371.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[VladiG's solution](#)

372.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths
[VladiG's solution](#)

373.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers
[VladiG's solution](#)

374.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,633 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[VladiG's solution](#)

375.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[VladiG's solution](#)

376.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[VladiG's solution](#)

377.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[VladiG's solution](#)

378.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[VladiG's solution](#)

379.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[VladiG's solution](#)

380.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[VladiG's solution](#)

381.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[VladiG's solution](#)

382.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[VladiG's solution](#)

383.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[VladiG's solution](#)

384.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[VladiG's solution](#)

385.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[VladiG's solution](#)

386.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[VladiG's solution](#)

387.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[VladiG's solution](#)

388.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[VladiG's solution](#)

389.

2038G

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Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
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390.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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391.

1846G

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

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths
[VladiG's solution](#)

392.

1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[VladiG's solution](#)

393.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings
[VladiG's solution](#)

394.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive
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395.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[VladiG's solution](#)

396.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[VladiG's solution](#)

397.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math
[VladiG's solution](#)

398.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[VladiG's solution](#)

399.

1260D

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Quality: 4,194 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[VladiG's solution](#)

400.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[VladiG's solution](#)

401.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[VladiG's solution](#)

402.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[VladiG's solution](#)

403.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[VladiG's solution](#)

404.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[VladiG's solution](#)

405.

2014H

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

Quality: 5,689 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[VladiG's solution](#)

406.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[VladiG's solution](#)

407.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[VladiG's solution](#)

408.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation

[VladiG's solution](#)

409.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[VladiG's solution](#)

410.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[VladiG's solution](#)

411.

1921F

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

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[VladiG's solution](#)

412.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, probabilities

[VladiG's solution](#)

413.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[VladiG's solution](#)

414.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[VladiG's solution](#)

415.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[VladiG's solution](#)

416.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[VladiG's solution](#)

417.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[VladiG's solution](#)

418.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[VladiG's solution](#)

419.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[VladiG's solution](#)

420.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[VladiG's solution](#)

421.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[VladiG's solution](#)

422.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[VladiG's solution](#)

423.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[VladiG's solution](#)

424.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[VladiG's solution](#)

425.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[VladiG's solution](#)

426.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1900 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[VladiG's solution](#)

427.

1095F

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

Quality: 7,574 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[VladiG's solution](#)

428.

1970C3

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

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[VladiG's solution](#)

429.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[VladiG's solution](#)

430.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[VladiG's solution](#)

431.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy
[VladiG's solution](#)

432.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[VladiG's solution](#)

433.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation
[VladiG's solution](#)

434.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[VladiG's solution](#)

435.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
[VladiG's solution](#)

436.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[VladiG's solution](#)

437.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
[VladiG's solution](#)

438.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[VladiG's solution](#)

439.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[VladiG's solution](#)

440.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[VladiG's solution](#)

441.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[VladiG's solution](#)

442.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[VladiG's solution](#)

443.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[VladiG's solution](#)

444.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games

[VladiG's solution](#)

445.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

446.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[VladiG's solution](#)

447.

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, trees

[VladiG's solution](#)

448.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[VladiG's solution](#)

449.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[VladiG's solution](#)

450.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[VladiG's solution](#)

451.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[VladiG's solution](#)

452.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[VladiG's solution](#)

453.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math

[VladiG's solution](#)

454.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[VladiG's solution](#)

455.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[VladiG's solution](#)

456.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[VladiG's solution](#)

457.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[VladiG's solution](#)

458.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, probabilities

[VladiG's solution](#)

459.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[VladiG's solution](#)

460.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[VladiG's solution](#)

461.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2000 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[VladiG's solution](#)

462.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[VladiG's solution](#)

463.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[VladiG's solution](#)

464.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[VladiG's solution](#)

465.

1427C

[The Hard Work of Papparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[VladiG's solution](#)

466.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[VladiG's solution](#)

467.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[VladiG's solution](#)

468.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, trees

[VladiG's solution](#)

469.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[VladiG's solution](#)

470.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[VladiG's solution](#)

471.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[VladiG's solution](#)

472.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[VladiG's solution](#)

473.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-01-29 · last AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[VladiG's solution](#)

474.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[VladiG's solution](#)

475.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[VladiG's solution](#)

476.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[VladiG's solution](#)

477.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[VladiG's solution](#)

478.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,144 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[VladiG's solution](#)

479.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[VladiG's solution](#)

480.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,164 global accepts · Rating: 2000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[VladiG's solution](#)

481.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[VladiG's solution](#)

482.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[VladiG's solution](#)

483.

855C

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

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[VladiG's solution](#)

484.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[VladiG's solution](#)

485.

1702G2

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

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[VladiG's solution](#)

486.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[VladiG's solution](#)

487.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[VladiG's solution](#)

488.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[VladiG's solution](#)

489.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[VladiG's solution](#)

490.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[VladiG's solution](#)

491.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[VladiG's solution](#)

492.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[VladiG's solution](#)

493.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[VladiG's solution](#)

494.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[VladiG's solution](#)

495.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[VladiG's solution](#)

496.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[VladiG's solution](#)

497.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[VladiG's solution](#)

498.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[VladiG's solution](#)

499.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[VladiG's solution](#)

500.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[VladiG's solution](#)

501.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[VladiG's solution](#)

502.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[VladiG's solution](#)

503.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[VladiG's solution](#)

504.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive
[VladiG's solution](#)

505.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[VladiG's solution](#)

506.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2025-01-02 · PyPy 3 (first AC) · Tags: brute force, greedy, math
[VladiG's solution](#)

507.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs
[VladiG's solution](#)

508.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings
[VladiG's solution](#)

509.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[VladiG's solution](#)

510.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[VladiG's solution](#)

511.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[VladiG's solution](#)

512.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[VladiG's solution](#)

513.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[VladiG's solution](#)

514.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation

[VladiG's solution](#)

515.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[VladiG's solution](#)

516.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[VladiG's solution](#)

517.

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[VladiG's solution](#)

518.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[VladiG's solution](#)

519.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[VladiG's solution](#)

520.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[VladiG's solution](#)

521.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[VladiG's solution](#)

522.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[VladiG's solution](#)

523.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[VladiG's solution](#)

524.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[VladiG's solution](#)

525.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[VladiG's solution](#)

526.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[VladiG's solution](#)

527.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[VladiG's solution](#)

528.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[VladiG's solution](#)

529.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings, strings

[VladiG's solution](#)

530.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[VladiG's solution](#)

531.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[VladiG's solution](#)

532.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[VladiG's solution](#)

533.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[VladiG's solution](#)

534.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings

[VladiG's solution](#)

535.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[VladiG's solution](#)

536.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[VladiG's solution](#)

537.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[VladiG's solution](#)

538.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[VladiG's solution](#)

539.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[VladiG's solution](#)

540.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[VladiG's solution](#)

541.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[VladiG's solution](#)

542.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[VladiG's solution](#)

543.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[VladiG's solution](#)

544.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[VladiG's solution](#)

545.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[VladiG's solution](#)

546.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[VladiG's solution](#)

547.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[VladiG's solution](#)

548.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[VladiG's solution](#)

549.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[VladiG's solution](#)

550.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp
[VladiG's solution](#)

551.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[VladiG's solution](#)

552.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[VladiG's solution](#)

553.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[VladiG's solution](#)

554.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[VladiG's solution](#)

555.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers
[VladiG's solution](#)

556.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[VladiG's solution](#)

557.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[VladiG's solution](#)

558.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[VladiG's solution](#)

559.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[VladiG's solution](#)

560.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[VladiG's solution](#)

561.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[VladiG's solution](#)

562.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,993 global accepts · Rating: 2000 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[VladiG's solution](#)

563.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[VladiG's solution](#)

564.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,780 global accepts · Rating: 2000 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, schedules

[VladiG's solution](#)

565.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[VladiG's solution](#)

566.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[VladiG's solution](#)

567.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,499 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[VladiG's solution](#)

568.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[VladiG's solution](#)

569.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[VladiG's solution](#)

570.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp

[VladiG's solution](#)

571.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[VladiG's solution](#)

572.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures

[VladiG's solution](#)

573.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[VladiG's solution](#)

574.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[VladiG's solution](#)

575.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[VladiG's solution](#)

576.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[VladiG's solution](#)

577.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[VladiG's solution](#)

578.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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579.

1415D

[XOR-gun](#) · [Tutorial](#)

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580.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

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581.

1454E

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582.

1366D

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583.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

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584.

1753C

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585.

1385E

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586.

1988D

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587.

1294F

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588.

1268B

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589.

1288D

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590.

1132F

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591.

1359D

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592.

1370D

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593.

401D

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[VladiG's solution](#)

594.

128C

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Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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595.

156C

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Quality: 2,625 global accepts · Rating: 2000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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596.

296B

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Quality: 2,683 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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597.

893E

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Quality: 4,203 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[VladiG's solution](#)

598.

1941G

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Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

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599.

814D

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Quality: 2,581 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[VladiG's solution](#)

600.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[VladiG's solution](#)

601.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[VladiG's solution](#)

602.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[VladiG's solution](#)

603.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[VladiG's solution](#)

604.

1970E2

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

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[VladiG's solution](#)

605.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[VladiG's solution](#)

606.

1976D

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Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[VladiG's solution](#)

607.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[VladiG's solution](#)

608.

1951D

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Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[VladiG's solution](#)

609.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[VladiG's solution](#)

610.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

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611.

1951E

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Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

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612.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

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613.

1566E

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Quality: 4,448 global accepts · Rating: 2000 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[VladiG's solution](#)

614.

797E

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Quality: 5,609 global accepts · Rating: 2000 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

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615.

1513D

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Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[VladiG's solution](#)

616.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[VladiG's solution](#)

617.

1923E

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Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[VladiG's solution](#)

618.

1147C

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Quality: 3,654 global accepts · Rating: 2000 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: games

[VladiG's solution](#)

619.

1665D

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Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

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620.

1857G

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Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

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621.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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622.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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623.

2192E

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Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

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624.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,573 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

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625.

2005E1

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Quality: 3,323 global accepts · Rating: 2100 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

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626.

2183E

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Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[VladiG's solution](#)

627.

748D

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Quality: 2,053 global accepts · Rating: 2100 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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628.

2159B

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Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

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629.

960F

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Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[VladiG's solution](#)

630.

1776G

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Quality: 2,374 global accepts · Rating: 2100 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

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631.

2145E

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Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[VladiG's solution](#)

632.

988F

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Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[VladiG's solution](#)

633.

1372D

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Quality: 5,720 global accepts · Rating: 2100 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, greedy

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634.

2061F1

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Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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635.

1106E

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636.

2123G

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Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

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637.

1420C2

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Quality: 5,190 global accepts · Rating: 2100 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

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638.

1811F

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Quality: 2,168 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[VladiG's solution](#)

639.

1919D

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Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

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640.

1906F

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641.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

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642.

1666J

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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

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643.

2107D

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Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

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644.

2119D

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Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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645.

1183F

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Quality: 2,252 global accepts · Rating: 2100 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

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646.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

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647.

2040E

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Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

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648.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

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649.

1266E

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Quality: 2,348 global accepts · Rating: 2100 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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650.

1367F1

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Quality: 3,626 global accepts · Rating: 2100 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[VladiG's solution](#)

651.

1023E

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Quality: 2,223 global accepts · Rating: 2100 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

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652.

703D

[Mishka and Interesting sum · Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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653.

1207F

[Remainder Problem · Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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654.

1265E

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Quality: 4,522 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, probabilities

[VladiG's solution](#)

655.

1154F

[Shovels Shop · Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[VladiG's solution](#)

656.

2074G

[Game With Triangles: Season 2 · Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[VladiG's solution](#)

657.

1312E

[Array Shrinking · Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[VladiG's solution](#)

658.

734E

[Anton and Tree · Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[VladiG's solution](#)

659.

354C

[Vasya and Beautiful Arrays · Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[VladiG's solution](#)

660.

985E

[Pencils and Boxes · Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, two pointers

[VladiG's solution](#)

661.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[VladiG's solution](#)

662.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[VladiG's solution](#)

663.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[VladiG's solution](#)

664.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[VladiG's solution](#)

665.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[VladiG's solution](#)

666.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[VladiG's solution](#)

667.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[VladiG's solution](#)

668.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[VladiG's solution](#)

669.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[VladiG's solution](#)

670.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, meet-in-the-middle

[VladiG's solution](#)

671.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[VladiG's solution](#)

672.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
[VladiG's solution](#)

673.

788B

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Quality: 2,887 global accepts · Rating: 2100 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[VladiG's solution](#)

674.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[VladiG's solution](#)

675.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
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676.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[VladiG's solution](#)

677.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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678.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
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679.

1025D

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees
[VladiG's solution](#)

680.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[VladiG's solution](#)

681.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

682.

1355E

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Quality: 5,834 global accepts · Rating: 2100 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[VladiG's solution](#)

683.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[VladiG's solution](#)

684.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[VladiG's solution](#)

685.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[VladiG's solution](#)

686.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[VladiG's solution](#)

687.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[VladiG's solution](#)

688.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[VladiG's solution](#)

689.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, ternary search

[VladiG's solution](#)

690.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[VladiG's solution](#)

691.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[VladiG's solution](#)

692.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[VladiG's solution](#)

693.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[VladiG's solution](#)

694.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[VladiG's solution](#)

695.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[VladiG's solution](#)

696.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[VladiG's solution](#)

697.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[VladiG's solution](#)

698.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[VladiG's solution](#)

699.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[VladiG's solution](#)

700.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, strings

[VladiG's solution](#)

701.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths
[VladiG's solution](#)

702.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[VladiG's solution](#)

703.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[VladiG's solution](#)

704.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, strings
[VladiG's solution](#)

705.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive
[VladiG's solution](#)

706.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory
[VladiG's solution](#)

707.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees
[VladiG's solution](#)

708.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[VladiG's solution](#)

709.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[VladiG's solution](#)

710.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[VladiG's solution](#)

711.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[VladiG's solution](#)

712.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[VladiG's solution](#)

713.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[VladiG's solution](#)

714.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[VladiG's solution](#)

715.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees
[VladiG's solution](#)

716.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[VladiG's solution](#)

717.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, sortings
[VladiG's solution](#)

718.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,199 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[VladiG's solution](#)

719.

1187E

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Quality: 11,284 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[VladiG's solution](#)

720.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[VladiG's solution](#)

721.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 2100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

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722.

1387B1

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Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, greedy, trees

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723.

1213F

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Quality: 3,020 global accepts · Rating: 2100 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[VladiG's solution](#)

724.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[VladiG's solution](#)

725.

1278D

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Quality: 4,330 global accepts · Rating: 2100 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[VladiG's solution](#)

726.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

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727.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

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728.

1933F

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Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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729.

319C

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Quality: 6,592 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

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730.

1605D

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Quality: 3,253 global accepts · Rating: 2100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[VladiG's solution](#)

731.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[VladiG's solution](#)

732.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[VladiG's solution](#)

733.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[VladiG's solution](#)

734.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[VladiG's solution](#)

735.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[VladiG's solution](#)

736.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[VladiG's solution](#)

737.

1249F

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Quality: 2,746 global accepts · Rating: 2200 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[VladiG's solution](#)

738.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[VladiG's solution](#)

739.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[VladiG's solution](#)

740.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[VladiG's solution](#)

741.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[VladiG's solution](#)

742.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[VladiG's solution](#)

743.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[VladiG's solution](#)

744.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[VladiG's solution](#)

745.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[VladiG's solution](#)

746.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[VladiG's solution](#)

747.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[VladiG's solution](#)

748.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[VladiG's solution](#)

749.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[VladiG's solution](#)

750.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[VladiG's solution](#)

751.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[VladiG's solution](#)

752.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[VladiG's solution](#)

753.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[VladiG's solution](#)

754.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[VladiG's solution](#)

755.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[VladiG's solution](#)

756.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[VladiG's solution](#)

757.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[VladiG's solution](#)

758.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[VladiG's solution](#)

759.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[VladiG's solution](#)

760.

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[VladiG's solution](#)

761.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing,

implementation, trees

[VladiG's solution](#)

762.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[VladiG's solution](#)

763.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[VladiG's solution](#)

764.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[VladiG's solution](#)

765.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[VladiG's solution](#)

766.

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[VladiG's solution](#)

767.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[VladiG's solution](#)

768.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[VladiG's solution](#)

769.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[VladiG's solution](#)

770.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[VladiG's solution](#)

771.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[VladiG's solution](#)

772.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[VladiG's solution](#)

773.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[VladiG's solution](#)

774.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[VladiG's solution](#)

775.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,311 global accepts · Rating: 2200 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[VladiG's solution](#)

776.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[VladiG's solution](#)

777.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

778.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[VladiG's solution](#)

779.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[VladiG's solution](#)

780.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[VladiG's solution](#)

781.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[VladiG's solution](#)

782.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[VladiG's solution](#)

783.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[VladiG's solution](#)

784.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[VladiG's solution](#)

785.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[VladiG's solution](#)

786.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[VladiG's solution](#)

787.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[VladiG's solution](#)

788.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[VladiG's solution](#)

789.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[VladiG's solution](#)

790.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[VladiG's solution](#)

791.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[VladiG's solution](#)

792.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[VladiG's solution](#)

793.

1970G2

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

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[VladiG's solution](#)

794.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: trees

[VladiG's solution](#)

795.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, trees

[VladiG's solution](#)

796.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[VladiG's solution](#)

797.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[VladiG's solution](#)

798.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[VladiG's solution](#)

799.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[VladiG's solution](#)

800.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[VladiG's solution](#)

801.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[VladiG's solution](#)

802.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[VladiG's solution](#)

803.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[VladiG's solution](#)

804.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[VladiG's solution](#)

805.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[VladiG's solution](#)

806.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[VladiG's solution](#)

807.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[VladiG's solution](#)

808.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[VladiG's solution](#)

809.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[VladiG's solution](#)

810.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,443 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[VladiG's solution](#)

811.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[VladiG's solution](#)

812.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[VladiG's solution](#)

813.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[VladiG's solution](#)

814.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[VladiG's solution](#)

815.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[VladiG's solution](#)

816.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[VladiG's solution](#)

817.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[VladiG's solution](#)

818.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[VladiG's solution](#)

819.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[VladiG's solution](#)

820.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[VladiG's solution](#)

821.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[VladiG's solution](#)

822.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[VladiG's solution](#)

823.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-07-17 · last AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[VladiG's solution](#)

824.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[VladiG's solution](#)

825.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[VladiG's solution](#)

826.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[VladiG's solution](#)

827.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[VladiG's solution](#)

828.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[VladiG's solution](#)

829.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[VladiG's solution](#)

830.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[VladiG's solution](#)

831.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[VladiG's solution](#)

832.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[VladiG's solution](#)

833.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[VladiG's solution](#)

834.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[VladiG's solution](#)

835.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[VladiG's solution](#)

836.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[VladiG's solution](#)

837.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[VladiG's solution](#)

838.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[VladiG's solution](#)

839.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[VladiG's solution](#)

840.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[VladiG's solution](#)

841.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[VladiG's solution](#)

842.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[VladiG's solution](#)

843.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[VladiG's solution](#)

844.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[VladiG's solution](#)

845.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[VladiG's solution](#)

846.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[VladiG's solution](#)

847.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[VladiG's solution](#)

848.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[VladiG's solution](#)

849.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[VladiG's solution](#)

850.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive

algorithms, math

[VladiG's solution](#)

851.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[VladiG's solution](#)

852.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[VladiG's solution](#)

853.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[VladiG's solution](#)

854.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[VladiG's solution](#)

855.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[VladiG's solution](#)

856.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[VladiG's solution](#)

857.

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[VladiG's solution](#)

858.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[VladiG's solution](#)

859.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[VladiG's solution](#)

860.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, implementation, number theory

[VladiG's solution](#)

861.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[VladiG's solution](#)

862.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[VladiG's solution](#)

863.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[VladiG's solution](#)

864.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[VladiG's solution](#)

865.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[VladiG's solution](#)

866.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[VladiG's solution](#)

867.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[VladiG's solution](#)

868.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

869.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[VladiG's solution](#)

870.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[VladiG's solution](#)

871.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[VladiG's solution](#)

872.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[VladiG's solution](#)

873.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[VladiG's solution](#)

874.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[VladiG's solution](#)

875.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees

[VladiG's solution](#)

876.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,840 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[VladiG's solution](#)

877.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[VladiG's solution](#)

878.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[VladiG's solution](#)

879.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[VladiG's solution](#)

880.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[VladiG's solution](#)

881.

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[VladiG's solution](#)

882.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[VladiG's solution](#)

883.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[VladiG's solution](#)

884.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[VladiG's solution](#)

885.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[VladiG's solution](#)

886.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[VladiG's solution](#)

887.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[VladiG's solution](#)

888.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[VladiG's solution](#)

889.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[VladiG's solution](#)

890.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees

[VladiG's solution](#)

891.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[VladiG's solution](#)

892.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[VladiG's solution](#)

893.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[VladiG's solution](#)

894.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[VladiG's solution](#)

895.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[VladiG's solution](#)

896.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[VladiG's solution](#)

897.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[VladiG's solution](#)

898.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[VladiG's solution](#)

899.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[VladiG's solution](#)

900.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[VladiG's solution](#)

901.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, implementation

[VladiG's solution](#)

902.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[VladiG's solution](#)

903.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[VladiG's solution](#)

904.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[VladiG's solution](#)

905.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[VladiG's solution](#)

906.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu

[VladiG's solution](#)

907.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-26 · last AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[VladiG's solution](#)

908.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[VladiG's solution](#)

909.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[VladiG's solution](#)

910.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[VladiG's solution](#)

911.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[VladiG's solution](#)

912.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,278 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, trees

[VladiG's solution](#)

913.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[VladiG's solution](#)

914.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[VladiG's solution](#)

915.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[VladiG's solution](#)

916.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[VladiG's solution](#)

917.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[VladiG's solution](#)

918.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[VladiG's solution](#)

919.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[VladiG's solution](#)

920.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[VladiG's solution](#)

921.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[VladiG's solution](#)

922.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[VladiG's solution](#)

923.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[VladiG's solution](#)

924.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[VladiG's solution](#)

925.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[VladiG's solution](#)

926.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[VladiG's solution](#)

927.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[VladiG's solution](#)

928.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[VladiG's solution](#)

929.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, math

[VladiG's solution](#)

930.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[VladiG's solution](#)

931.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[VladiG's solution](#)

932.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 2700 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[VladiG's solution](#)

933.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[VladiG's solution](#)

934.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, two pointers

[VladiG's solution](#)

935.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[VladiG's solution](#)

936.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[VladiG's solution](#)

937.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[VladiG's solution](#)

938.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[VladiG's solution](#)

939.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[VladiG's solution](#)

940.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[VladiG's solution](#)

941.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[VladiG's solution](#)

942.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: strings, trees

[VladiG's solution](#)

943.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[VladiG's solution](#)

944.

1218H

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

Quality: 157 global accepts · Rating: 2900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[VladiG's solution](#)

945.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[VladiG's solution](#)

946.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

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947.

1838F

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948.

739E

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949.

1787G

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950.

1628E

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951.

1948G

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952.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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953.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

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954.

2222E

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Quality: 1,946 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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955.

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

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956.

2222C

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Quality: 4,784 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

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957.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,285 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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958.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,010 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

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959.

2225D

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Quality: 6,628 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[VladiG's solution](#)

960.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[VladiG's solution](#)

961.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[VladiG's solution](#)

962.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,609 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[VladiG's solution](#)

963.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,005 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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964.

104937A

[Multisets](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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965.

105186A

[Kep.uz Arena](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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966.

105316C

[Hungry Horse](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[VladiG's solution](#)

967.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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968.

102644C

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Rating: — · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[VladiG's solution](#)

969.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[VladiG's solution](#)

970.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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971.

105224A

[Trampolines](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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972.

104380H

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

Rating: — · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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