

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

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# Unique solved — Wael Zaiback

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

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Filters: none

Count: 3,376

1.

2192A

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

Quality: 17,922 global accepts · Rating: 800 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

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2.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,006 global accepts · Rating: 800 · first AC: 2021-01-29 · last AC: 2026-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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3.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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4.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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5.

2189A

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

Quality: 24,372 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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6.

2183A

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Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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7.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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8.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

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9.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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**10.**

2180B

[Ashmal](#) · [Tutorial](#)

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**11.**

2180A

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Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

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**12.**

2173A

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

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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**13.**

2170A

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

Quality: 19,950 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

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**14.**

2157A

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

Quality: 16,507 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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**15.**

2163A

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

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

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**16.**

2104A

[Three Decks](#) · [Tutorial](#)

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**17.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**18.**

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

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**19.**

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

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**20.**

2061A

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

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**21.**

2120A

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

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

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**22.**

2153B

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

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

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**23.**

2153A

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

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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**24.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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**25.**

2145A

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**26.**

2152A

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

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**27.**

2144A

[Cut the Array](#) · [Tutorial](#)

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**28.**

2143A

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Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

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**29.**

2146A

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

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**30.**

2147A

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Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**31.**

2134A

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**32.**

2131B

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**33.**

2131A

[Lever](#) · [Tutorial](#)

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2128A

[Recycling Center](#) · [Tutorial](#)

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**35.**

2125A

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

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**36.**

2122A

[Greedy Grid](#) · [Tutorial](#)

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**37.**

2124A

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

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**38.**

2119A

[Add or XOR](#) · [Tutorial](#)

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**39.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**40.**

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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**41.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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**42.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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**43.**

2121A

[Letter Home](#) · [Tutorial](#)

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**44.**

2121B

[Above the Clouds](#) · [Tutorial](#)

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**45.**

2118A

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

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**46.**

2117B

[Shrink](#) · [Tutorial](#)

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**47.**

2117A

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**48.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Wael\\_Zaiback's solution](#)

**49.**

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

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**50.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

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**51.**

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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**52.**

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

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**53.**

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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**54.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

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**55.**

1194A

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

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**56.**

2096A

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**57.**

2084A

[Max and Mod](#) · [Tutorial](#)

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**58.**

2086A

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**59.**

2075A

[To Zero](#) · [Tutorial](#)

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**60.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

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**61.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

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**62.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

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**63.**

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

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**64.**

2069A

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

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**65.**

2064A

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Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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**66.**

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

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**67.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

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**68.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

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**69.**

2056A

[Shape Perimeter](#) · [Tutorial](#)

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**70.**

2049A

[MEX Destruction](#) · [Tutorial](#)

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**71.**

1799A

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**72.**

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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**73.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

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**74.**

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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**75.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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**76.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

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**77.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

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**78.**

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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**79.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

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**80.**

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

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**81.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**82.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

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- 83.**  
1810B  
[Candies](#) · [Tutorial](#)  
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- 84.**  
1810A  
[Beautiful Sequence](#) · [Tutorial](#)  
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- 85.**  
2035A  
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2027A  
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1989A  
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- 88.**  
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- 90.**  
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- 91.**  
2030A  
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- 92.**  
1842A  
[Tenzing and Tsondu](#) · [Tutorial](#)  
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**93.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**94.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Wael Zaiback's solution](#)

**95.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**96.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**97.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Wael Zaiback's solution](#)

**98.**

2020A

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

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Wael Zaiback's solution](#)

**99.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Wael Zaiback's solution](#)

**100.**

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**101.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**102.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**103.**

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**104.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**105.**

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Wael Zaiback's solution](#)

**106.**

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Wael Zaiback's solution](#)

**107.**

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**108.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**109.**

2002A

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

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

[Wael Zaiback's solution](#)

**110.**

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Wael Zaiback's solution](#)

**111.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**112.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Wael Zaiback's solution](#)

**113.**

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**114.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Wael Zaiback's solution](#)

**115.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**116.**

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**117.**

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Wael Zaiback's solution](#)

**118.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers

[Wael Zaiback's solution](#)

**119.**

1843A

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

Quality: 37,312 global accepts · Rating: 800 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**120.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**121.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Wael Zaiback's solution](#)

**122.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Wael Zaiback's solution](#)

**123.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Wael Zaiback's solution](#)

**124.**

1984A

[Strange Splitting](#) · [Tutorial](#)

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

[Wael Zaiback's solution](#)

**125.**

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Wael Zaiback's solution](#)

**126.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**127.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Wael Zaiback's solution](#)

**128.**

1980A

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

Quality: 47,601 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**129.**

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Wael Zaiback's solution](#)

**130.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Wael Zaiback's solution](#)

**131.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**132.**

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**133.**

1974B

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

Quality: 34,489 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Wael Zaiback's solution](#)

**134.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,924 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**135.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Wael Zaiback's solution](#)

**136.**

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[Wael Zaiback's solution](#)

**137.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,457 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[Wael Zaiback's solution](#)

**138.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[Wael Zaiback's solution](#)

**139.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Wael Zaiback's solution](#)

**140.**

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[Wael Zaiback's solution](#)

**141.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy  
[Wael Zaiback's solution](#)

**142.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Wael Zaiback's solution](#)

**143.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[Wael Zaiback's solution](#)

**144.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[Wael Zaiback's solution](#)

**145.**

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[Wael Zaiback's solution](#)

**146.**

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Wael Zaiback's solution](#)

**147.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**148.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Wael Zaiback's solution](#)

**149.**

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Wael Zaiback's solution](#)

**150.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,695 global accepts · Rating: 800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Wael Zaiback's solution](#)

**151.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**152.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**153.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Wael Zaiback's solution](#)

**154.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**155.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**156.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Wael Zaiback's solution](#)

**157.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**158.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

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

[Wael Zaiback's solution](#)

**159.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**160.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,147 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Wael Zaiback's solution](#)

**161.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,387 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Wael Zaiback's solution](#)

**162.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**163.**

1895B

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

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

[Wael Zaiback's solution](#)

**164.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**165.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**166.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

math

[Wael Zaiback's solution](#)

**167.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**168.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,521 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**169.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Wael Zaiback's solution](#)

**170.**

1777A

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

Quality: 44,032 global accepts · Rating: 800 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**171.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Wael Zaiback's solution](#)

**172.**

1867A

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

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

[Wael Zaiback's solution](#)

**173.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**174.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

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

[Wael Zaiback's solution](#)

**175.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Wael Zaiback's solution](#)

**176.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**177.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,074 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Wael Zaiback's solution](#)

**178.**

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Wael Zaiback's solution](#)

**179.**

1783A

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

Quality: 48,757 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Wael Zaiback's solution](#)

**180.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Wael Zaiback's solution](#)

**181.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**182.**

1845A

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

Quality: 47,381 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Wael Zaiback's solution](#)

**183.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Wael Zaiback's solution](#)

**184.**

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Wael Zaiback's solution](#)

**185.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Wael Zaiback's solution](#)

**186.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**187.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Wael Zaiback's solution](#)

**188.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[Wael Zaiback's solution](#)

**189.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers  
[Wael Zaiback's solution](#)

**190.**

1789A

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

Quality: 33,009 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[Wael Zaiback's solution](#)

**191.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[Wael Zaiback's solution](#)

**192.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[Wael Zaiback's solution](#)

**193.**

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Wael Zaiback's solution](#)

**194.**

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[Wael Zaiback's solution](#)

**195.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[Wael Zaiback's solution](#)

**196.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[Wael Zaiback's solution](#)

**197.**

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[Wael Zaiback's solution](#)

**198.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Wael\\_Zaiback's solution](#)

**199.**

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Wael\\_Zaiback's solution](#)

**200.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Wael\\_Zaiback's solution](#)

**201.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael\\_Zaiback's solution](#)

**202.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,059 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Wael\\_Zaiback's solution](#)

**203.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Wael\\_Zaiback's solution](#)

**204.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Wael\\_Zaiback's solution](#)

**205.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Wael\\_Zaiback's solution](#)

**206.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Wael\\_Zaiback's solution](#)

**207.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,663 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Wael\\_Zaiback's solution](#)

**208.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,638 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Wael\\_Zaiback's solution](#)

**209.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**210.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Wael Zaiback's solution](#)

**211.**

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**212.**

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Wael Zaiback's solution](#)

**213.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Wael Zaiback's solution](#)

**214.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**215.**

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[Wael Zaiback's solution](#)

**216.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Wael Zaiback's solution](#)

**217.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**218.**

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**219.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**220.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[Wael Zaiback's solution](#)

## 221.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

## 222.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Wael Zaiback's solution](#)

## 223.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

## 224.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Wael Zaiback's solution](#)

## 225.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,327 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

## 226.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Wael Zaiback's solution](#)

## 227.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

## 228.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

## 229.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[Wael Zaiback's solution](#)

## 230.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Wael Zaiback's solution](#)

**231.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**232.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Wael Zaiback's solution](#)

**233.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**234.**

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**235.**

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Wael Zaiback's solution](#)

**236.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**237.**

1678B1

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

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**238.**

1678A

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

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**239.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**240.**

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**241.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**242.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**243.**

1658B

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

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Wael Zaiback's solution](#)

**244.**

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Wael Zaiback's solution](#)

**245.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Wael Zaiback's solution](#)

**246.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**247.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Wael Zaiback's solution](#)

**248.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Wael Zaiback's solution](#)

**249.**

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**250.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**251.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Wael Zaiback's solution](#)

**252.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[Wael Zaiback's solution](#)

**253.**

1713A

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

Quality: 22,821 global accepts · Rating: 800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation  
[Wael Zaiback's solution](#)

**254.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Wael Zaiback's solution](#)

**255.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[Wael Zaiback's solution](#)

**256.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[Wael Zaiback's solution](#)

**257.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[Wael Zaiback's solution](#)

**258.**

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Wael Zaiback's solution](#)

**259.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
[Wael Zaiback's solution](#)

**260.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings  
[Wael Zaiback's solution](#)

**261.**

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[Wael Zaiback's solution](#)

**262.**

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Wael\\_Zaiback's solution](#)

**263.**

1702B

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

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael\\_Zaiback's solution](#)

**264.**

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Wael\\_Zaiback's solution](#)

**265.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael\\_Zaiback's solution](#)

**266.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael\\_Zaiback's solution](#)

**267.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Wael\\_Zaiback's solution](#)

**268.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[Wael\\_Zaiback's solution](#)

**269.**

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games

[Wael\\_Zaiback's solution](#)

**270.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael\\_Zaiback's solution](#)

**271.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael\\_Zaiback's solution](#)

**272.**

1688B

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

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Wael\\_Zaiback's solution](#)

**273.**

1688A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Wael Zaiback's solution](#)

**274.**

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**275.**

1686A

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

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**276.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**277.**

1681A

[Game with Cards](#) · [Tutorial](#)

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

[Wael Zaiback's solution](#)

**278.**

1682A

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

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

[Wael Zaiback's solution](#)

**279.**

1684B

[Z mod X = C](#) · [Tutorial](#)

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

[Wael Zaiback's solution](#)

**280.**

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings

[Wael Zaiback's solution](#)

**281.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**282.**

1680A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Wael Zaiback's solution](#)

**283.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Wael Zaiback's solution](#)

**284.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**285.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**286.**

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**287.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[Wael Zaiback's solution](#)

**288.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**289.**

1672A

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**290.**

1671A

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**291.**

1660B

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**292.**

1660A

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1661A

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1656A

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1657B

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1657A

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1654B

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1654A

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1647A

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1650A

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1649A

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1644A

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1635B

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1635A

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1637A

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1631A

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1478A

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1626A

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1629B

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1629A

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1627A

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1594A

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1624A

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**318.**

1196A

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1621A

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1284A

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1618B

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1618A

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1615A

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1353B

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1619A

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1620A

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**334.**

1617A

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**336.**

1608A

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1611B

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1611A

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1614A

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**340.**

1612A

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**342.**

1589A

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**343.**

1038A

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**344.**

1605A

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1369A

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**346.**

1480A

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1607A

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**348.**

1604A

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1602A

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1582A

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**353.**

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**356.**

1360B

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1360A

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1592A

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**359.**

1581A

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1579A

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1311A

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1296A

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1574A

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1573A

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1504A

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1566B

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1566A

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1569A

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1567A

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1556A

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**373.**

1561A

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1560C

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1560A

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**377.**

1335A

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**378.**

1557A

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1501A

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1549B

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1549A

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**383.**

1554A

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1552A

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1491A

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**388.**

1551A

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**389.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**390.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**391.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**392.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**393.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**394.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Wael Zaiback's solution](#)

**395.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**396.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**397.**

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**398.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Wael Zaiback's solution](#)

**399.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**400.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**401.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**402.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**403.**

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**404.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Wael Zaiback's solution](#)

**405.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**406.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Wael Zaiback's solution](#)

**407.**

1519B

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

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Wael Zaiback's solution](#)

**408.**

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**409.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**410.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**411.**

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 800 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**412.**

1538B

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

Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**413.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Wael Zaiback's solution](#)

**414.**

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**415.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 800 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Wael Zaiback's solution](#)

**416.**

1462A

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

Quality: 48,976 global accepts · Rating: 800 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Wael Zaiback's solution](#)

**417.**

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Wael Zaiback's solution](#)

**418.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Wael Zaiback's solution](#)

**419.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**420.**

1234A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**421.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**422.**

1385B

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

Quality: 39,593 global accepts · Rating: 800 · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**423.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Wael Zaiback's solution](#)

**424.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**425.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**426.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

**427.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,464 global accepts · Rating: 800 · first AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Wael Zaiback's solution](#)

**428.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**429.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2021-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**430.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,529 global accepts · Rating: 800 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**431.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,121 global accepts · Rating: 800 · first AC: 2021-04-11 · last AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Wael Zaiback's solution](#)

**432.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,362 global accepts · Rating: 800 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**433.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,769 global accepts · Rating: 800 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Wael Zaiback's solution](#)

**434.**

1154A

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

Quality: 87,077 global accepts · Rating: 800 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**435.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,511 global accepts · Rating: 800 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Wael Zaiback's solution](#)

**436.**

1150A

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

Quality: 12,519 global accepts · Rating: 800 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**437.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,247 global accepts · Rating: 800 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**438.**

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Wael Zaiback's solution](#)

**439.**

1409A

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

Quality: 80,434 global accepts · Rating: 800 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**440.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,785 global accepts · Rating: 800 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**441.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**442.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,368 global accepts · Rating: 800 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**443.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,730 global accepts · Rating: 800 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Wael Zaiback's solution](#)

**444.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,350 global accepts · Rating: 800 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**445.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,443 global accepts · Rating: 800 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**446.**

71A

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

Quality: 503,362 global accepts · Rating: 800 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Wael Zaiback's solution](#)

**447.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,065 global accepts · Rating: 800 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**448.**

791A

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

Quality: 257,283 global accepts · Rating: 800 · first AC: 2021-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**449.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,253 global accepts · Rating: 800 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Wael Zaiback's solution](#)

**450.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**451.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,405 global accepts · Rating: 900 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**452.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Wael Zaiback's solution](#)

**453.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,898 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**454.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**455.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[Wael Zaiback's solution](#)

**456.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,367 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**457.**

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Wael Zaiback's solution](#)

**458.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 900 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

math, sortings

[Wael Zaiback's solution](#)

**459.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Wael Zaiback's solution](#)

**460.**

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**461.**

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Wael Zaiback's solution](#)

**462.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**463.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**464.**

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Wael Zaiback's solution](#)

**465.**

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

[Wael Zaiback's solution](#)

**466.**

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Wael Zaiback's solution](#)

**467.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Wael Zaiback's solution](#)

**468.**

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy

[Wael Zaiback's solution](#)

**469.**

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**470.**

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**471.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[Wael Zaiback's solution](#)

**472.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**473.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Wael Zaiback's solution](#)

**474.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**475.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Wael Zaiback's solution](#)

**476.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**477.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**478.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,399 global accepts · Rating: 900 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Wael Zaiback's solution](#)

**479.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Wael Zaiback's solution](#)

**480.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Wael Zaiback's solution](#)

**481.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**482.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Wael Zaiback's solution](#)

**483.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Wael Zaiback's solution](#)

**484.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**485.**

1856B

[Good Arrays](#) · [Tutorial](#)

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

[Wael Zaiback's solution](#)

**486.**

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**487.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Wael Zaiback's solution](#)

**488.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**489.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,891 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**490.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**491.**

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings  
[Wael Zaiback's solution](#)

**492.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
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**493.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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**494.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[Wael Zaiback's solution](#)

**495.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation  
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**496.**

1749B

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Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**497.**

1742C

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Quality: 40,093 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**498.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
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**499.**

1735B

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Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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**500.**

1665B

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

Quality: 32,909 global accepts · Rating: 900 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Wael Zaiback's solution](#)

**501.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**502.**

1726A

[Mainak and Array](#) · [Tutorial](#)

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**503.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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**504.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

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**505.**

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

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**506.**

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**507.**

1696B

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Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**508.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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**509.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**510.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Wael Zaiback's solution](#)

**511.**

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**512.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**513.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[Wael Zaiback's solution](#)

**514.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,959 global accepts · Rating: 900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**515.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

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**516.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**517.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**518.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math

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**519.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**520.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**521.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Wael\\_Zaiback's solution](#)

**522.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Wael\\_Zaiback's solution](#)

**523.**

1607B

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Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael\\_Zaiback's solution](#)

**524.**

1606A

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Quality: 37,492 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Wael\\_Zaiback's solution](#)

**525.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,373 global accepts · Rating: 900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Wael\\_Zaiback's solution](#)

**526.**

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael\\_Zaiback's solution](#)

**527.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[Wael\\_Zaiback's solution](#)

**528.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael\\_Zaiback's solution](#)

**529.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Wael\\_Zaiback's solution](#)

**530.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael\\_Zaiback's solution](#)

**531.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael\\_Zaiback's solution](#)

**532.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**533.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**534.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Wael Zaiback's solution](#)

**535.**

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**536.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

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**537.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**538.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 900 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**539.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,479 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Wael Zaiback's solution](#)

**540.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,965 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Wael Zaiback's solution](#)

**541.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**542.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,321 global accepts · Rating: 900 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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**543.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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**544.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,205 global accepts · Rating: 900 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

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**545.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,847 global accepts · Rating: 900 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**546.**

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,265 global accepts · Rating: 900 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Wael Zaiback's solution](#)

**547.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**548.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,778 global accepts · Rating: 900 · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Wael Zaiback's solution](#)

**549.**

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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**550.**

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**551.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,676 global accepts · Rating: 900 · first AC: 2021-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Wael Zaiback's solution](#)

**552.**

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Wael Zaiback's solution](#)

**553.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,436 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

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**554.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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**555.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Wael Zaiback's solution](#)

**556.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

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**557.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**558.**

2144B

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

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

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**559.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,918 global accepts · Rating: 1000 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**560.**

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**561.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**562.**

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

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**563.**

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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**564.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings, two pointers

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**565.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

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**566.**

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**567.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**568.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**569.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Wael Zaiback's solution](#)

**570.**

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**571.**

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Wael Zaiback's solution](#)

**572.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,525 global accepts · Rating: 1000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**573.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Wael Zaiback's solution](#)

**574.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**575.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**576.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Wael Zaiback's solution](#)

**577.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**578.**

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

[Wael Zaiback's solution](#)

**579.**

1975B

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

Quality: 21,074 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Wael Zaiback's solution](#)

**580.**

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,933 global accepts · Rating: 1000 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**581.**

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Wael Zaiback's solution](#)

**582.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**583.**

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Wael Zaiback's solution](#)

**584.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Wael Zaiback's solution](#)

**585.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Wael Zaiback's solution](#)

**586.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,274 global accepts · Rating: 1000 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Wael Zaiback's solution](#)

**587.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**588.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**589.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,385 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Wael Zaiback's solution](#)

**590.**

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**591.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Wael Zaiback's solution](#)

**592.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**593.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**594.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Wael Zaiback's solution](#)

**595.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**596.**

1782B

[Going to the Cinema · Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Wael Zaiback's solution](#)

**597.**

1770B

[Koxia and Permutation · Tutorial](#)

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**598.**

1770A

[Koxia and Whiteboards · Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**599.**

1766B

[Notepad# · Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**600.**

1761B

[Elimination of a Ring · Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**601.**

1732A

[Bestie · Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Wael Zaiback's solution](#)

**602.**

1721B

[Deadly Laser · Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**603.**

1715B

[Beautiful Array · Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**604.**

1704B

[Luke is a Foodie · Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Wael Zaiback's solution](#)

**605.**

1713B

[Optimal Reduction · Tutorial](#)

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Wael\\_Zaiback's solution](#)

**606.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Wael\\_Zaiback's solution](#)

**607.**

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael\\_Zaiback's solution](#)

**608.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Wael\\_Zaiback's solution](#)

**609.**

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[Wael\\_Zaiback's solution](#)

**610.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Wael\\_Zaiback's solution](#)

**611.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,969 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael\\_Zaiback's solution](#)

**612.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[Wael\\_Zaiback's solution](#)

**613.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Wael\\_Zaiback's solution](#)

**614.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael\\_Zaiback's solution](#)

**615.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,482 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Wael\\_Zaiback's solution](#)

**616.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Wael Zaiback's solution](#)

**617.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[Wael Zaiback's solution](#)

**618.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,042 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[Wael Zaiback's solution](#)

**619.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy  
[Wael Zaiback's solution](#)

**620.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Wael Zaiback's solution](#)

**621.**

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
[Wael Zaiback's solution](#)

**622.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 1000 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory  
[Wael Zaiback's solution](#)

**623.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Wael Zaiback's solution](#)

**624.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[Wael Zaiback's solution](#)

**625.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Wael Zaiback's solution](#)

**626.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Wael Zaiback's solution](#)

**627.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**628.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Wael Zaiback's solution](#)

**629.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Wael Zaiback's solution](#)

**630.**

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[Wael Zaiback's solution](#)

**631.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,025 global accepts · Rating: 1000 · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[Wael Zaiback's solution](#)

**632.**

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**633.**

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,641 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Wael Zaiback's solution](#)

**634.**

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**635.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,062 global accepts · Rating: 1000 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**636.**

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Wael Zaiback's solution](#)

**637.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[Wael Zaiback's solution](#)

**638.**

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**639.**

1234B1

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

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**640.**

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**641.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,470 global accepts · Rating: 1000 · first AC: 2021-04-22 · last AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Wael Zaiback's solution](#)

**642.**

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[Wael Zaiback's solution](#)

**643.**

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**644.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**645.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**646.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2021-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

**647.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**648.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Wael Zaiback's solution](#)

**649.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Wael Zaiback's solution](#)

**650.**

577A

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

Quality: 45,288 global accepts · Rating: 1000 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Wael Zaiback's solution](#)

**651.**

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Wael Zaiback's solution](#)

**652.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,297 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**653.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,405 global accepts · Rating: 1000 · first AC: 2021-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**654.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**655.**

2173B

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

Quality: 18,134 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Wael Zaiback's solution](#)

**656.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**657.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Wael Zaiback's solution](#)

**658.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, strings

[Wael Zaiback's solution](#)

**659.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,334 global accepts · Rating: 1100 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Wael Zaiback's solution](#)

**660.**

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[Wael Zaiback's solution](#)

**661.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Wael Zaiback's solution](#)

**662.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**663.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**664.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**665.**

2125C

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

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Wael Zaiback's solution](#)

**666.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**667.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Wael Zaiback's solution](#)

**668.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**669.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[Wael Zaiback's solution](#)

**670.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[Wael Zaiback's solution](#)

**671.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Wael Zaiback's solution](#)

**672.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Wael Zaiback's solution](#)

**673.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Wael Zaiback's solution](#)

**674.**

2086B

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

Quality: 18,994 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Wael Zaiback's solution](#)

**675.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**676.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Wael Zaiback's solution](#)

**677.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive

algorithms, greedy, two pointers

[Wael Zaiback's solution](#)

**678.**

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Wael Zaiback's solution](#)

**679.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**680.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Wael Zaiback's solution](#)

**681.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**682.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**683.**

2024B

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Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

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**684.**

2030C

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Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

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**685.**

1842B

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Quality: 25,548 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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**686.**

2025B

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Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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**687.**

1864B

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**688.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

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**689.**

2014C

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**690.**

2004C

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Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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**691.**

1993B

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Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**692.**

1997C

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Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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**693.**

1997B

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Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

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**694.**

1991B

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Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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**695.**

1995B1

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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

[Wael Zaiback's solution](#)

**696.**

1994B

[Fun Game](#) · [Tutorial](#)

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**697.**

1984B

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Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**698.**

1976B

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Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**699.**

1977B

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Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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**700.**

1942B

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Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**701.**

1957B

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Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

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**702.**

1948B

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Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Wael Zaiback's solution](#)

**703.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

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**704.**

1902B

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Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

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**705.**

1917B

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Quality: 36,366 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

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**706.**

1905B

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Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

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**707.**

1904B

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Quality: 27,928 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

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**708.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

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**709.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**710.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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**711.**

1836B

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**712.**

1407A

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**713.**

1867B

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**714.**

1783B

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Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**715.**

1762B

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Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

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**716.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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**717.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

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**718.**

1731B

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Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**719.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

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**720.**

1759C

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**721.**

1743C

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Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

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**722.**

1742D

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Quality: 34,115 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

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**723.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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**724.**

1726B

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Quality: 16,855 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

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**725.**

1717B

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**726.**

1712C

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**727.**

1706B

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Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

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**728.**

1708B

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Quality: 28,417 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**729.**

1702C

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Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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**730.**

1686C

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**731.**

1682B

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Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

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**732.**

1670B

[Dorms War](#) · [Tutorial](#)

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

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**733.**

1675C

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

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**734.**

1673B

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**735.**

1672C

[Unequal Array](#) · [Tutorial](#)

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**736.**

1656B

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Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

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**737.**

1637B

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**738.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**739.**

1631B

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## 740.

1478B

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Quality: 19,004 global accepts · Rating: 1100 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

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## 741.

1626B

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## 742.

1625B

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1594B

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Quality: 22,140 global accepts · Rating: 1100 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

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## 744.

1624C

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Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

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## 745.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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1618C

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1616B

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## 748.

1623B

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## 749.

1610B

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**750.**

1038B

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Quality: 14,718 global accepts · Rating: 1100 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**751.**

1604B

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**752.**

1606B

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**753.**

1602B

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**754.**

1593D1

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**755.**

1360C

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**756.**

1579B

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Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
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**757.**

1574B

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Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
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**758.**

1496B

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**759.**

1566D1

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Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
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**760.**

1365A

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Quality: 25,046 global accepts · Rating: 1100 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

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**761.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

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**762.**

1557B

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Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**763.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,417 global accepts · Rating: 1100 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

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**764.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

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**765.**

1506B

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

Quality: 21,153 global accepts · Rating: 1100 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**766.**

1334B

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**767.**

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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**768.**

1511C

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Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-06-12 · last AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

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**769.**

987B

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Quality: 12,222 global accepts · Rating: 1100 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**770.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

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**771.**

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433A

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**773.**

1529B

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**774.**

1472C

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**775.**

633A

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**776.**

1509B

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**777.**

1426C

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Quality: 20,545 global accepts · Rating: 1100 · first AC: 2021-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

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**778.**

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**779.**

519B

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Quality: 43,713 global accepts · Rating: 1100 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

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**780.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**781.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,846 global accepts · Rating: 1100 · first AC: 2021-02-08 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, implementation

[Wael Zaiback's solution](#)

**782.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2021-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**783.**

2210C1

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

Quality: 12,825 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Wael Zaiback's solution](#)

**784.**

2189B

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

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**785.**

2182C

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Wael Zaiback's solution](#)

**786.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Wael Zaiback's solution](#)

**787.**

2174A

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

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Wael Zaiback's solution](#)

**788.**

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**789.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation

[Wael Zaiback's solution](#)

**790.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**791.**

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Wael Zaiback's solution](#)

**792.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Wael Zaiback's solution](#)

**793.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**794.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**795.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

**796.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Wael Zaiback's solution](#)

**797.**

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Wael Zaiback's solution](#)

**798.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**799.**

2121C

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

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**800.**

2118B

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

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

[Wael Zaiback's solution](#)

**801.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

**802.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[Wael Zaiback's solution](#)

**803.**

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**804.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[Wael Zaiback's solution](#)

**805.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[Wael Zaiback's solution](#)

**806.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Wael Zaiback's solution](#)

**807.**

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Wael Zaiback's solution](#)

**808.**

1799B

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

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**809.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Wael Zaiback's solution](#)

**810.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Wael Zaiback's solution](#)

**811.**

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**812.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Wael Zaiback's solution](#)

**813.**

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[Wael Zaiback's solution](#)

**814.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,821 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Wael Zaiback's solution](#)

**815.**

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Wael Zaiback's solution](#)

**816.**

2005B2

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

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Wael Zaiback's solution](#)

**817.**

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Wael Zaiback's solution](#)

**818.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Wael Zaiback's solution](#)

**819.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**820.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**821.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Wael Zaiback's solution](#)

**822.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**823.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Wael Zaiback's solution](#)

**824.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Wael Zaiback's solution](#)

**825.**

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

[Wael Zaiback's solution](#)

**826.**

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Wael Zaiback's solution](#)

**827.**

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Wael Zaiback's solution](#)

**828.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Wael Zaiback's solution](#)

**829.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**830.**

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**831.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Wael Zaiback's solution](#)

**832.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Wael Zaiback's solution](#)

**833.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Wael Zaiback's solution](#)

**834.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Wael Zaiback's solution](#)

**835.**

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**836.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Wael Zaiback's solution](#)

**837.**

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[Wael Zaiback's solution](#)

**838.**

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Wael Zaiback's solution](#)

**839.**

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**840.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Wael Zaiback's solution](#)

**841.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[Wael Zaiback's solution](#)

**842.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Wael Zaiback's solution](#)

**843.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**844.**

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Wael Zaiback's solution](#)

**845.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Wael Zaiback's solution](#)

**846.**

1734C

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

Quality: 28,643 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**847.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**848.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Wael Zaiback's solution](#)

**849.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Wael Zaiback's solution](#)

**850.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**851.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Wael Zaiback's solution](#)

**852.**

1679B

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

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Wael\\_Zaiback's solution](#)

**853.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Wael\\_Zaiback's solution](#)

**854.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,395 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Wael\\_Zaiback's solution](#)

**855.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Wael\\_Zaiback's solution](#)

**856.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael\\_Zaiback's solution](#)

**857.**

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Wael\\_Zaiback's solution](#)

**858.**

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[Wael\\_Zaiback's solution](#)

**859.**

1635C

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

Quality: 25,141 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Wael\\_Zaiback's solution](#)

**860.**

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael\\_Zaiback's solution](#)

**861.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[Wael\\_Zaiback's solution](#)

**862.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Wael\\_Zaiback's solution](#)

**863.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**864.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,409 global accepts · Rating: 1200 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Wael Zaiback's solution](#)

**865.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**866.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,720 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Wael Zaiback's solution](#)

**867.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Wael Zaiback's solution](#)

**868.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Wael Zaiback's solution](#)

**869.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Wael Zaiback's solution](#)

**870.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**871.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Wael Zaiback's solution](#)

**872.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**873.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**874.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Wael Zaiback's solution](#)

**875.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Wael Zaiback's solution](#)

**876.**

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Wael Zaiback's solution](#)

**877.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings

[Wael Zaiback's solution](#)

**878.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-09-18 · last AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[Wael Zaiback's solution](#)

**879.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**880.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Wael Zaiback's solution](#)

**881.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Wael Zaiback's solution](#)

**882.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Wael Zaiback's solution](#)

**883.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Wael Zaiback's solution](#)

**884.**

1343C

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

Quality: 44,081 global accepts · Rating: 1200 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Wael Zaiback's solution](#)

**885.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Wael Zaiback's solution](#)

**886.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Wael Zaiback's solution](#)

**887.**

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**888.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Wael Zaiback's solution](#)

**889.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Wael Zaiback's solution](#)

**890.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[Wael Zaiback's solution](#)

**891.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Wael Zaiback's solution](#)

**892.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**893.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Wael Zaiback's solution](#)

**894.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**895.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · last AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**896.**

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**897.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**898.**

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**899.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Wael Zaiback's solution](#)

**900.**

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Wael Zaiback's solution](#)

**901.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,495 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math

[Wael Zaiback's solution](#)

**902.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1200 · first AC: 2021-04-20 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Wael Zaiback's solution](#)

**903.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**904.**

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers  
[Wael Zaiback's solution](#)

## 905.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Wael Zaiback's solution](#)

## 906.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Wael Zaiback's solution](#)

## 907.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,021 global accepts · Rating: 1300 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Wael Zaiback's solution](#)

## 908.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Wael Zaiback's solution](#)

## 909.

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Wael Zaiback's solution](#)

## 910.

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Wael Zaiback's solution](#)

## 911.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

## 912.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,678 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[Wael Zaiback's solution](#)

## 913.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2021-03-18 · last AC: 2025-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Wael Zaiback's solution](#)

## 914.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Wael Zaiback's solution](#)

## 915.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

## 916.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Wael Zaiback's solution](#)

## 917.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[Wael Zaiback's solution](#)

## 918.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Wael Zaiback's solution](#)

## 919.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Wael Zaiback's solution](#)

## 920.

2144C

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

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

[Wael Zaiback's solution](#)

## 921.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Wael Zaiback's solution](#)

## 922.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Wael Zaiback's solution](#)

## 923.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Wael Zaiback's solution](#)

## 924.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Wael Zaiback's solution](#)

**925.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Wael Zaiback's solution](#)

**926.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Wael Zaiback's solution](#)

**927.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 1300 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Wael Zaiback's solution](#)

**928.**

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[Wael Zaiback's solution](#)

**929.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**930.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**931.**

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**932.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**933.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Wael Zaiback's solution](#)

**934.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**935.**

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Wael Zaiback's solution](#)

**936.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**937.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Wael Zaiback's solution](#)

**938.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**939.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Wael Zaiback's solution](#)

**940.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Wael Zaiback's solution](#)

**941.**

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**942.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Wael Zaiback's solution](#)

**943.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Wael Zaiback's solution](#)

**944.**

2033D

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

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Wael Zaiback's solution](#)

**945.**

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Wael Zaiback's solution](#)

**946.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Wael Zaiback's solution](#)

**947.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Wael Zaiback's solution](#)

**948.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**949.**

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**950.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers

[Wael Zaiback's solution](#)

**951.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**952.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Wael Zaiback's solution](#)

**953.**

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Wael Zaiback's solution](#)

**954.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Wael Zaiback's solution](#)

**955.**

1984C1

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

Quality: 20,154 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Wael Zaiback's solution](#)

**956.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**957.**

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

[Wael Zaiback's solution](#)

**958.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Wael Zaiback's solution](#)

**959.**

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Wael Zaiback's solution](#)

**960.**

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Wael Zaiback's solution](#)

**961.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Wael Zaiback's solution](#)

**962.**

1955C

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

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Wael Zaiback's solution](#)

**963.**

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**964.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Wael Zaiback's solution](#)

**965.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Wael Zaiback's solution](#)

**966.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Wael Zaiback's solution](#)

**967.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Wael Zaiback's solution](#)

**968.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Wael Zaiback's solution](#)

**969.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Wael Zaiback's solution](#)

**970.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**971.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Wael Zaiback's solution](#)

**972.**

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[Wael Zaiback's solution](#)

**973.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Wael Zaiback's solution](#)

**974.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Wael Zaiback's solution](#)

**975.**

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**976.**

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Wael Zaiback's solution](#)

**977.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Wael Zaiback's solution](#)

**978.**

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**979.**

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**980.**

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Wael Zaiback's solution](#)

**981.**

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**982.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Wael Zaiback's solution](#)

**983.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Wael Zaiback's solution](#)

**984.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[Wael Zaiback's solution](#)

**985.**

1754C1

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

Rating: 1300 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**986.**

1746C

[Permutation Operations · Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**987.**

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · last AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Wael Zaiback's solution](#)

**988.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Wael Zaiback's solution](#)

**989.**

1733C

[Parity Shuffle Sorting · Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Wael Zaiback's solution](#)

**990.**

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Wael Zaiback's solution](#)

**991.**

1717C

[Madoka and Formal Statement · Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**992.**

1698C

[3SUM Closure · Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Wael Zaiback's solution](#)

**993.**

1711B

[Party · Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Wael Zaiback's solution](#)

**994.**

1694C

[Directional Increase · Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**995.**

1675D

[Vertical Paths · Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees

[Wael Zaiback's solution](#)

**996.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Wael Zaiback's solution](#)

**997.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Wael Zaiback's solution](#)

**998.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Wael Zaiback's solution](#)

**999.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

**1000.**

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**1001.**

1650D

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

Quality: 14,715 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Wael Zaiback's solution](#)

**1002.**

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**1003.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Wael Zaiback's solution](#)

**1004.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**1005.**

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Wael Zaiback's solution](#)

**1006.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Wael Zaiback's solution](#)

**1007.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Wael Zaiback's solution](#)

**1008.**

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**1009.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,814 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Wael Zaiback's solution](#)

**1010.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**1011.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Wael Zaiback's solution](#)

**1012.**

1604C

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

Rating: 1300 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Wael Zaiback's solution](#)

**1013.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,188 global accepts · Rating: 1300 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Wael Zaiback's solution](#)

**1014.**

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[Wael Zaiback's solution](#)

**1015.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Wael Zaiback's solution](#)

**1016.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,018 global accepts · Rating: 1300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**1017.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Wael Zaiback's solution](#)

**1018.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Wael Zaiback's solution](#)

**1019.**

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Wael Zaiback's solution](#)

**1020.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**1021.**

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Wael Zaiback's solution](#)

**1022.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Wael Zaiback's solution](#)

**1023.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Wael Zaiback's solution](#)

**1024.**

493A

[Vasya and Football](#) · [Tutorial](#)

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**1025.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**1026.**

1096B

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

Quality: 11,684 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[Wael Zaiback's solution](#)

**1027.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Wael Zaiback's solution](#)

### 1028.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Wael Zaiback's solution](#)

### 1029.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Wael Zaiback's solution](#)

### 1030.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

### 1031.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Wael Zaiback's solution](#)

### 1032.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,259 global accepts · Rating: 1300 · first AC: 2021-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

### 1033.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, two pointers

[Wael Zaiback's solution](#)

### 1034.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

### 1035.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[Wael Zaiback's solution](#)

### 1036.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Wael Zaiback's solution](#)

### 1037.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-11 · last AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

data structures, math, two pointers

[Wael Zaiback's solution](#)

**1038.**

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Wael Zaiback's solution](#)

**1039.**

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Wael Zaiback's solution](#)

**1040.**

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Wael Zaiback's solution](#)

**1041.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1042.**

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[Wael Zaiback's solution](#)

**1043.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2021-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Wael Zaiback's solution](#)

**1044.**

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,036 global accepts · Rating: 1300 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Wael Zaiback's solution](#)

**1045.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,889 global accepts · Rating: 1300 · first AC: 2021-05-17 · last AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Wael Zaiback's solution](#)

**1046.**

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[Wael Zaiback's solution](#)

**1047.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Wael Zaiback's solution](#)

**1048.**

1182B

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

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[Wael Zaiback's solution](#)**1049.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)**1050.**

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[Wael Zaiback's solution](#)**1051.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,501 global accepts · Rating: 1300 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, sortings

[Wael Zaiback's solution](#)**1052.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Wael Zaiback's solution](#)**1053.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,656 global accepts · Rating: 1400 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Wael Zaiback's solution](#)**1054.**

2173C

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

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Wael Zaiback's solution](#)**1055.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)**1056.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Wael Zaiback's solution](#)**1057.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math,

number theory

[Wael Zaiback's solution](#)

**1058.**

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Wael Zaiback's solution](#)

**1059.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Wael Zaiback's solution](#)

**1060.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Wael Zaiback's solution](#)

**1061.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Wael Zaiback's solution](#)

**1062.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,125 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**1063.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[Wael Zaiback's solution](#)

**1064.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Wael Zaiback's solution](#)

**1065.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1066.**

2111D

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

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**1067.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**1068.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Quality: 1400 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[Wael Zaiback's solution](#)

**1069.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Wael Zaiback's solution](#)

**1070.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Wael Zaiback's solution](#)

**1071.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Wael Zaiback's solution](#)

**1072.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Wael Zaiback's solution](#)

**1073.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Wael Zaiback's solution](#)

**1074.**

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Wael Zaiback's solution](#)

**1075.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Wael Zaiback's solution](#)

**1076.**

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Wael Zaiback's solution](#)

**1077.**

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

[Wael Zaiback's solution](#)

### 1078.

2032C

[Trinity · Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[Wael Zaiback's solution](#)

### 1079.

2035C

[Alya and Permutation · Tutorial](#)

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Wael Zaiback's solution](#)

### 1080.

1989C

[Two Movies · Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

### 1081.

2033E

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

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Wael Zaiback's solution](#)

### 1082.

2033C

[Sakurako's Field Trip · Tutorial](#)

Quality: 17,815 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[Wael Zaiback's solution](#)

### 1083.

1408B

[Arrays Sum · Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

### 1084.

2020C

[Bitwise Balancing · Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Wael Zaiback's solution](#)

### 1085.

2014D

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

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Wael Zaiback's solution](#)

### 1086.

2013C

[Password Cracking · Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Wael Zaiback's solution](#)

### 1087.

1292A

[NEKO's Maze Game · Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Wael Zaiback's solution](#)

### 1088.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

### 1089.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Wael Zaiback's solution](#)

### 1090.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Wael Zaiback's solution](#)

### 1091.

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

[Wael Zaiback's solution](#)

### 1092.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

### 1093.

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

[Wael Zaiback's solution](#)

### 1094.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Wael Zaiback's solution](#)

### 1095.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

### 1096.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Wael Zaiback's solution](#)

### 1097.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Wael Zaiback's solution](#)

**1098.**

1955D

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

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Wael Zaiback's solution](#)

**1099.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,672 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Wael Zaiback's solution](#)

**1100.**

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**1101.**

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Wael Zaiback's solution](#)

**1102.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Wael Zaiback's solution](#)

**1103.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Wael Zaiback's solution](#)

**1104.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Wael Zaiback's solution](#)

**1105.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Wael Zaiback's solution](#)

**1106.**

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**1107.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Wael Zaiback's solution](#)

**1108.**

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Wael Zaiback's solution](#)

**1109.**

1887A1

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

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

[Wael Zaiback's solution](#)

**1110.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**1111.**

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Wael Zaiback's solution](#)

**1112.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**1113.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Wael Zaiback's solution](#)

**1114.**

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Wael Zaiback's solution](#)

**1115.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Wael Zaiback's solution](#)

**1116.**

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**1117.**

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**1118.**

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Wael Zaiback's solution](#)

### 1119.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Wael Zaiback's solution](#)

### 1120.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Wael Zaiback's solution](#)

### 1121.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Wael Zaiback's solution](#)

### 1122.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Wael Zaiback's solution](#)

### 1123.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Wael Zaiback's solution](#)

### 1124.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

### 1125.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Wael Zaiback's solution](#)

### 1126.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Wael Zaiback's solution](#)

### 1127.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Wael Zaiback's solution](#)

### 1128.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

### 1129.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Wael Zaiback's solution](#)

### 1130.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Wael Zaiback's solution](#)

### 1131.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Wael Zaiback's solution](#)

### 1132.

1691C

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

Quality: 17,223 global accepts · Rating: 1400 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Wael Zaiback's solution](#)

### 1133.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[Wael Zaiback's solution](#)

### 1134.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Wael Zaiback's solution](#)

### 1135.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

### 1136.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

### 1137.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Wael Zaiback's solution](#)

### 1138.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

### 1139.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Wael Zaiback's solution](#)

### 1140.

1679C

[Rooks Defenders](#) · [Tutorial](#)

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

[Wael Zaiback's solution](#)

### 1141.

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Wael Zaiback's solution](#)

### 1142.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Wael Zaiback's solution](#)

### 1143.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[Wael Zaiback's solution](#)

### 1144.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Wael Zaiback's solution](#)

### 1145.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Wael Zaiback's solution](#)

### 1146.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[Wael Zaiback's solution](#)

### 1147.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Wael Zaiback's solution](#)

### 1148.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[Wael Zaiback's solution](#)

### 1149.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Wael Zaiback's solution](#)

### 1150.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Wael Zaiback's solution](#)

### 1151.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Wael Zaiback's solution](#)

### 1152.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Wael Zaiback's solution](#)

### 1153.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Wael Zaiback's solution](#)

### 1154.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[Wael Zaiback's solution](#)

### 1155.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Wael Zaiback's solution](#)

### 1156.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Wael Zaiback's solution](#)

### 1157.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search

[Wael Zaiback's solution](#)

### 1158.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[Wael Zaiback's solution](#)

### 1159.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1400 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Wael Zaiback's solution](#)

### 1160.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Wael Zaiback's solution](#)

### 1161.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Wael Zaiback's solution](#)

### 1162.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Wael Zaiback's solution](#)

### 1163.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Wael Zaiback's solution](#)

### 1164.

493B

[Vasya and Wrestling](#) · [Tutorial](#)

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

### 1165.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Wael Zaiback's solution](#)

### 1166.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[Wael Zaiback's solution](#)

### 1167.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

### 1168.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, greedy

[Wael Zaiback's solution](#)

**1169.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**1170.**

1506D

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

Quality: 25,542 global accepts · Rating: 1400 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Wael Zaiback's solution](#)

**1171.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Wael Zaiback's solution](#)

**1172.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Wael Zaiback's solution](#)

**1173.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**1174.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**1175.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Wael Zaiback's solution](#)

**1176.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu

[Wael Zaiback's solution](#)

**1177.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Wael Zaiback's solution](#)

**1178.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Wael Zaiback's solution](#)

**1179.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[Wael Zaiback's solution](#)

**1180.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Wael Zaiback's solution](#)

**1181.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[Wael Zaiback's solution](#)

**1182.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Wael Zaiback's solution](#)

**1183.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Wael Zaiback's solution](#)

**1184.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2021-02-20 · last AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Wael Zaiback's solution](#)

**1185.**

550B

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

Quality: 27,460 global accepts · Rating: 1400 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Wael Zaiback's solution](#)

**1186.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Wael Zaiback's solution](#)

**1187.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[Wael Zaiback's solution](#)

**1188.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1189.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Wael Zaiback's solution](#)

### 1190.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Wael Zaiback's solution](#)

### 1191.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Wael Zaiback's solution](#)

### 1192.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

### 1193.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Wael Zaiback's solution](#)

### 1194.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2021-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games

[Wael Zaiback's solution](#)

### 1195.

279B

[Books](#) · [Tutorial](#)

Quality: 72,458 global accepts · Rating: 1400 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Wael Zaiback's solution](#)

### 1196.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Wael Zaiback's solution](#)

### 1197.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Wael Zaiback's solution](#)

### 1198.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Wael Zaiback's solution](#)

### 1199.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Wael Zaiback's solution](#)

### 1200.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[Wael Zaiback's solution](#)

### 1201.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Wael Zaiback's solution](#)

### 1202.

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Wael Zaiback's solution](#)

### 1203.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Wael Zaiback's solution](#)

### 1204.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Wael Zaiback's solution](#)

### 1205.

2121E

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

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Wael Zaiback's solution](#)

### 1206.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Wael Zaiback's solution](#)

### 1207.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[Wael Zaiback's solution](#)

### 1208.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Wael Zaiback's solution](#)

**1209.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**1210.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, sortings

[Wael Zaiback's solution](#)

**1211.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[Wael Zaiback's solution](#)

**1212.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Wael Zaiback's solution](#)

**1213.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

**1214.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Wael Zaiback's solution](#)

**1215.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**1216.**

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Wael Zaiback's solution](#)

**1217.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[Wael Zaiback's solution](#)

**1218.**

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Wael Zaiback's solution](#)

**1219.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Wael Zaiback's solution](#)

**1220.**

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Wael Zaiback's solution](#)

**1221.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**1222.**

2057C

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

Quality: 13,802 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**1223.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Wael Zaiback's solution](#)

**1224.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Wael Zaiback's solution](#)

**1225.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Wael Zaiback's solution](#)

**1226.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1227.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Wael Zaiback's solution](#)

**1228.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math

[Wael\\_Zaiback's solution](#)

**1229.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Wael\\_Zaiback's solution](#)

**1230.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Wael\\_Zaiback's solution](#)

**1231.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wael\\_Zaiback's solution](#)

**1232.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Wael\\_Zaiback's solution](#)

**1233.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Wael\\_Zaiback's solution](#)

**1234.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Wael\\_Zaiback's solution](#)

**1235.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[Wael\\_Zaiback's solution](#)

**1236.**

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael\\_Zaiback's solution](#)

**1237.**

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Wael\\_Zaiback's solution](#)

**1238.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**1239.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Wael Zaiback's solution](#)

**1240.**

1818C

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

Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Wael Zaiback's solution](#)

**1241.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Wael Zaiback's solution](#)

**1242.**

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Wael Zaiback's solution](#)

**1243.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,762 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Wael Zaiback's solution](#)

**1244.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**1245.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Wael Zaiback's solution](#)

**1246.**

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Wael Zaiback's solution](#)

**1247.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[Wael Zaiback's solution](#)

**1248.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[Wael Zaiback's solution](#)

### 1249.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Wael Zaiback's solution](#)

### 1250.

1754C2

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

Rating: 1500 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

### 1251.

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

### 1252.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Wael Zaiback's solution](#)

### 1253.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Wael Zaiback's solution](#)

### 1254.

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Wael Zaiback's solution](#)

### 1255.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Wael Zaiback's solution](#)

### 1256.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Wael Zaiback's solution](#)

### 1257.

1711C

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

Rating: 1500 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

### 1258.

1675E

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

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings

[Wael Zaiback's solution](#)

### 1259.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Wael Zaiback's solution](#)

### 1260.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Wael Zaiback's solution](#)

### 1261.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Wael Zaiback's solution](#)

### 1262.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

### 1263.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

### 1264.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Wael Zaiback's solution](#)

### 1265.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Wael Zaiback's solution](#)

### 1266.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[Wael Zaiback's solution](#)

### 1267.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Wael Zaiback's solution](#)

### 1268.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks,

combinatorics, constructive algorithms, dp, math

[Wael Zaiback's solution](#)

**1269.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Wael Zaiback's solution](#)

**1270.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[Wael Zaiback's solution](#)

**1271.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1500 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Wael Zaiback's solution](#)

**1272.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Wael Zaiback's solution](#)

**1273.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,796 global accepts · Rating: 1500 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings, two pointers

[Wael Zaiback's solution](#)

**1274.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Wael Zaiback's solution](#)

**1275.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**1276.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Wael Zaiback's solution](#)

**1277.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Wael Zaiback's solution](#)

**1278.**

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

**1279.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**1280.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2021-09-06 · last AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Wael Zaiback's solution](#)

**1281.**

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math

[Wael Zaiback's solution](#)

**1282.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,660 global accepts · Rating: 1500 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Wael Zaiback's solution](#)

**1283.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**1284.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**1285.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Wael Zaiback's solution](#)

**1286.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Wael Zaiback's solution](#)

**1287.**

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Wael Zaiback's solution](#)

**1288.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

**1289.**

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Wael Zaiback's solution](#)

**1290.**

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[Wael Zaiback's solution](#)

**1291.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Wael Zaiback's solution](#)

**1292.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1293.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Wael Zaiback's solution](#)

**1294.**

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**1295.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

**1296.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Wael Zaiback's solution](#)

**1297.**

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Wael Zaiback's solution](#)

**1298.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Wael Zaiback's solution](#)

**1299.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**1300.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Wael Zaiback's solution](#)

**1301.**

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Wael Zaiback's solution](#)

**1302.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**1303.**

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**1304.**

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · last AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**1305.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings

[Wael Zaiback's solution](#)

**1306.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

**1307.**

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1308.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Wael Zaiback's solution](#)

**1309.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Wael Zaiback's solution](#)

**1310.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

**1311.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Wael Zaiback's solution](#)

**1312.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**1313.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

**1314.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**1315.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**1316.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**1317.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Wael Zaiback's solution](#)

**1318.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2021-06-21 · last AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[Wael Zaiback's solution](#)

**1319.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Wael Zaiback's solution](#)

**1320.**

1462E1

[Close Tuples \(easy version\) · Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Wael Zaiback's solution](#)

**1321.**

991C

[Candies · Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Wael Zaiback's solution](#)

**1322.**

1208B

[Uniqueness · Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Wael Zaiback's solution](#)

**1323.**

670D2

[Magic Powder - 2 · Tutorial](#)

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Wael Zaiback's solution](#)

**1324.**

455A

[Boredom · Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2021-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1325.**

1338A

[Powered Addition · Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**1326.**

707C

[Pythagorean Triples · Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**1327.**

580B

[Kefa and Company · Tutorial](#)

Quality: 31,931 global accepts · Rating: 1500 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[Wael Zaiback's solution](#)

**1328.**

550A

[Two Substrings · Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Wael Zaiback's solution](#)

**1329.**

510B

[Fox And Two Dots · Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Wael Zaiback's solution](#)

**1330.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,482 global accepts · Rating: 1500 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Wael Zaiback's solution](#)

**1331.**

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**1332.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**1333.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Wael Zaiback's solution](#)

**1334.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Wael Zaiback's solution](#)

**1335.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Wael Zaiback's solution](#)

**1336.**

2162E

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

Quality: 9,339 global accepts · Rating: 1600 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[Wael Zaiback's solution](#)

**1337.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Wael Zaiback's solution](#)

**1338.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Wael Zaiback's solution](#)

**1339.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**1340.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Wael Zaiback's solution](#)

**1341.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Wael Zaiback's solution](#)

**1342.**

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Wael Zaiback's solution](#)

**1343.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**1344.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: trees

[Wael Zaiback's solution](#)

**1345.**

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Wael Zaiback's solution](#)

**1346.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, sortings

[Wael Zaiback's solution](#)

**1347.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[Wael Zaiback's solution](#)

**1348.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**1349.**

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, number theory

[Wael Zaiback's solution](#)

**1350.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, two pointers

[Wael Zaiback's solution](#)

**1351.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**1352.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Wael Zaiback's solution](#)

**1353.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, strings

[Wael Zaiback's solution](#)

**1354.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Wael Zaiback's solution](#)

**1355.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Wael Zaiback's solution](#)

**1356.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Wael Zaiback's solution](#)

**1357.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Wael Zaiback's solution](#)

**1358.**

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1359.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Wael Zaiback's solution](#)

**1360.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Wael Zaiback's solution](#)

**1361.**

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Wael Zaiback's solution](#)

**1362.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**1363.**

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

[Wael Zaiback's solution](#)

**1364.**

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Wael Zaiback's solution](#)

**1365.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Wael Zaiback's solution](#)

**1366.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Wael Zaiback's solution](#)

**1367.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Wael Zaiback's solution](#)

**1368.**

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**1369.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2021-07-15 · last AC: 2024-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Wael Zaiback's solution](#)

**1370.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Wael Zaiback's solution](#)

**1371.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Wael Zaiback's solution](#)

**1372.**

1994C

[Hungry Games](#) · [Tutorial](#)

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

[Wael Zaiback's solution](#)

**1373.**

1843E

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

Quality: 17,810 global accepts · Rating: 1600 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Wael Zaiback's solution](#)

**1374.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Wael Zaiback's solution](#)

**1375.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Wael Zaiback's solution](#)

**1376.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**1377.**

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**1378.**

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

**1379.**

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**1380.**

453A

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

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[Wael Zaiback's solution](#)

**1381.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

**1382.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

**1383.**

1917C

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

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Wael Zaiback's solution](#)

**1384.**

1904D1

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

Quality: 8,624 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Wael Zaiback's solution](#)

**1385.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,516 global accepts · Rating: 1600 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[Wael Zaiback's solution](#)

**1386.**

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Wael Zaiback's solution](#)

**1387.**

1795D

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

Quality: 13,077 global accepts · Rating: 1600 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**1388.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Wael Zaiback's solution](#)

**1389.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Wael Zaiback's solution](#)

**1390.**

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Wael Zaiback's solution](#)

**1391.**

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Wael Zaiback's solution](#)

**1392.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Wael Zaiback's solution](#)

**1393.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

**1394.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[Wael Zaiback's solution](#)

**1395.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Wael Zaiback's solution](#)

**1396.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Wael Zaiback's solution](#)

**1397.**

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Wael Zaiback's solution](#)

**1398.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**1399.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**1400.**

1748C

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

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Wael Zaiback's solution](#)

**1401.**

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Wael Zaiback's solution](#)

**1402.**

1754D

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

Rating: 1600 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Wael Zaiback's solution](#)

**1403.**

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Wael Zaiback's solution](#)

**1404.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Wael Zaiback's solution](#)

**1405.**

1678C

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

Rating: 1600 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Wael Zaiback's solution](#)

**1406.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Wael Zaiback's solution](#)

**1407.**

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Wael Zaiback's solution](#)

**1408.**

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Wael Zaiback's solution](#)

**1409.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Wael Zaiback's solution](#)

**1410.**

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Wael Zaiback's solution](#)

**1411.**

1702E

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

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

**1412.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Wael Zaiback's solution](#)

**1413.**

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Wael Zaiback's solution](#)

**1414.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Wael Zaiback's solution](#)

**1415.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Wael Zaiback's solution](#)

**1416.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**1417.**

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Wael Zaiback's solution](#)

**1418.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**1419.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,171 global accepts · Rating: 1600 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[Wael Zaiback's solution](#)

**1420.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Wael Zaiback's solution](#)

**1421.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Wael Zaiback's solution](#)

**1422.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**1423.**

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Wael Zaiback's solution](#)

**1424.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Wael Zaiback's solution](#)

**1425.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[Wael Zaiback's solution](#)

**1426.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Wael Zaiback's solution](#)

**1427.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Wael Zaiback's solution](#)

**1428.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Wael Zaiback's solution](#)

**1429.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**1430.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory  
[Wael Zaiback's solution](#)

**1431.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive  
[Wael Zaiback's solution](#)

**1432.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[Wael Zaiback's solution](#)

**1433.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search  
[Wael Zaiback's solution](#)

**1434.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Wael Zaiback's solution](#)

**1435.**

1604D

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

Rating: 1600 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[Wael Zaiback's solution](#)

**1436.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[Wael Zaiback's solution](#)

**1437.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Wael Zaiback's solution](#)

**1438.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-10-21 · last AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive  
[Wael Zaiback's solution](#)

**1439.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Wael Zaiback's solution](#)

**1440.**

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and

similar, greedy, implementation, trees

[Wael Zaiback's solution](#)

**1441.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[Wael Zaiback's solution](#)

**1442.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Wael Zaiback's solution](#)

**1443.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Wael Zaiback's solution](#)

**1444.**

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Wael Zaiback's solution](#)

**1445.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Wael Zaiback's solution](#)

**1446.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Wael Zaiback's solution](#)

**1447.**

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Wael Zaiback's solution](#)

**1448.**

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Wael Zaiback's solution](#)

**1449.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Wael Zaiback's solution](#)

**1450.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Wael Zaiback's solution](#)

**1451.**

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**1452.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Wael Zaiback's solution](#)

**1453.**

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Wael Zaiback's solution](#)

**1454.**

343B

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

Quality: 17,312 global accepts · Rating: 1600 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Wael Zaiback's solution](#)

**1455.**

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Wael Zaiback's solution](#)

**1456.**

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**1457.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Wael Zaiback's solution](#)

**1458.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[Wael Zaiback's solution](#)

**1459.**

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Wael Zaiback's solution](#)

**1460.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

### 1461.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Wael Zaiback's solution](#)

### 1462.

1526C2

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

Quality: 29,752 global accepts · Rating: 1600 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

### 1463.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,630 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Wael Zaiback's solution](#)

### 1464.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Wael Zaiback's solution](#)

### 1465.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Wael Zaiback's solution](#)

### 1466.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

### 1467.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[Wael Zaiback's solution](#)

### 1468.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Wael Zaiback's solution](#)

### 1469.

1498C

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

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Wael Zaiback's solution](#)

### 1470.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Wael Zaiback's solution](#)

**1471.**

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Wael Zaiback's solution](#)

**1472.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2021-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[Wael Zaiback's solution](#)

**1473.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,083 global accepts · Rating: 1600 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[Wael Zaiback's solution](#)

**1474.**

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Wael Zaiback's solution](#)

**1475.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1600 · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Wael Zaiback's solution](#)

**1476.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**1477.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**1478.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Wael Zaiback's solution](#)

**1479.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[Wael Zaiback's solution](#)

**1480.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Wael Zaiback's solution](#)

**1481.**

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Wael Zaiback's solution](#)

**1482.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Wael Zaiback's solution](#)

**1483.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,759 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Wael Zaiback's solution](#)

**1484.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Wael Zaiback's solution](#)

**1485.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Wael Zaiback's solution](#)

**1486.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Wael Zaiback's solution](#)

**1487.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Wael Zaiback's solution](#)

**1488.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

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

[Wael Zaiback's solution](#)

**1489.**

2124D

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

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

[Wael Zaiback's solution](#)

**1490.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Wael Zaiback's solution](#)

**1491.**

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Wael Zaiback's solution](#)

**1492.**

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Wael Zaiback's solution](#)

**1493.**

2118D1

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

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Wael Zaiback's solution](#)

**1494.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Wael Zaiback's solution](#)

**1495.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Wael Zaiback's solution](#)

**1496.**

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, two pointers

[Wael Zaiback's solution](#)

**1497.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Wael Zaiback's solution](#)

**1498.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**1499.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Wael Zaiback's solution](#)

**1500.**

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation

[Wael Zaiback's solution](#)

**1501.**

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)**1502.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)**1503.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Wael Zaiback's solution](#)**1504.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Wael Zaiback's solution](#)**1505.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Wael Zaiback's solution](#)**1506.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Wael Zaiback's solution](#)**1507.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Wael Zaiback's solution](#)**1508.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Wael Zaiback's solution](#)**1509.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Wael Zaiback's solution](#)**1510.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Wael Zaiback's solution](#)

**1511.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Wael Zaiback's solution](#)

**1512.**

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**1513.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Wael Zaiback's solution](#)

**1514.**

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Wael Zaiback's solution](#)

**1515.**

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**1516.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Wael Zaiback's solution](#)

**1517.**

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Wael Zaiback's solution](#)

**1518.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Wael Zaiback's solution](#)

**1519.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Wael Zaiback's solution](#)

**1520.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**1521.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Wael Zaiback's solution](#)

**1522.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Wael Zaiback's solution](#)

**1523.**

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Wael Zaiback's solution](#)

**1524.**

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar

[Wael Zaiback's solution](#)

**1525.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Wael Zaiback's solution](#)

**1526.**

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Wael Zaiback's solution](#)

**1527.**

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Wael Zaiback's solution](#)

**1528.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 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

[Wael Zaiback's solution](#)

**1529.**

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Wael Zaiback's solution](#)

**1530.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[Wael Zaiback's solution](#)

### 1531.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[Wael Zaiback's solution](#)

### 1532.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Wael Zaiback's solution](#)

### 1533.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Wael Zaiback's solution](#)

### 1534.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Wael Zaiback's solution](#)

### 1535.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Wael Zaiback's solution](#)

### 1536.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Wael Zaiback's solution](#)

### 1537.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 1538.

102348D

[Ticket Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 1539.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Wael Zaiback's solution](#)

### 1540.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Wael Zaiback's solution](#)

**1541.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Wael Zaiback's solution](#)

**1542.**

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Wael Zaiback's solution](#)

**1543.**

1903D1

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

Quality: 7,153 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Wael Zaiback's solution](#)

**1544.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Wael Zaiback's solution](#)

**1545.**

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Wael Zaiback's solution](#)

**1546.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**1547.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1548.**

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Wael Zaiback's solution](#)

**1549.**

1879D

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

Quality: 10,498 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Wael Zaiback's solution](#)

**1550.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Wael Zaiback's solution](#)

**1551.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Wael Zaiback's solution](#)

**1552.**

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Wael Zaiback's solution](#)

**1553.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Wael Zaiback's solution](#)

**1554.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Wael Zaiback's solution](#)

**1555.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,478 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Wael Zaiback's solution](#)

**1556.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Wael Zaiback's solution](#)

**1557.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Wael Zaiback's solution](#)

**1558.**

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Wael Zaiback's solution](#)

**1559.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Wael Zaiback's solution](#)

**1560.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Wael Zaiback's solution](#)

**1561.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[Wael Zaiback's solution](#)

**1562.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Wael Zaiback's solution](#)

**1563.**

1678D

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

Rating: 1700 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Wael Zaiback's solution](#)

**1564.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**1565.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Wael Zaiback's solution](#)

**1566.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Wael Zaiback's solution](#)

**1567.**

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Wael Zaiback's solution](#)

**1568.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,212 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[Wael Zaiback's solution](#)

**1569.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Wael Zaiback's solution](#)

**1570.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Wael Zaiback's solution](#)

**1571.**

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Wael Zaiback's solution](#)

**1572.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

**1573.**

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)

**1574.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Wael Zaiback's solution](#)

**1575.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings

[Wael Zaiback's solution](#)

**1576.**

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[Wael Zaiback's solution](#)

**1577.**

1688C

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

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Wael Zaiback's solution](#)

**1578.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Wael Zaiback's solution](#)

**1579.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Wael Zaiback's solution](#)

**1580.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Wael Zaiback's solution](#)

**1581.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**1582.**

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[Wael Zaiback's solution](#)

**1583.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Wael Zaiback's solution](#)

**1584.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Wael Zaiback's solution](#)

**1585.**

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Wael Zaiback's solution](#)

**1586.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Wael Zaiback's solution](#)

**1587.**

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Wael Zaiback's solution](#)

**1588.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1589.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Wael Zaiback's solution](#)

**1590.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math  
[Wael Zaiback's solution](#)

**1591.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Wael Zaiback's solution](#)

**1592.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[Wael Zaiback's solution](#)

**1593.**

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings  
[Wael Zaiback's solution](#)

**1594.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers  
[Wael Zaiback's solution](#)

**1595.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers  
[Wael Zaiback's solution](#)

**1596.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory  
[Wael Zaiback's solution](#)

**1597.**

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math, ternary search  
[Wael Zaiback's solution](#)

**1598.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings  
[Wael Zaiback's solution](#)

**1599.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Wael Zaiback's solution](#)

**1600.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**1601.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Wael Zaiback's solution](#)

**1602.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[Wael Zaiback's solution](#)

**1603.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Wael Zaiback's solution](#)

**1604.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Wael Zaiback's solution](#)

**1605.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Wael Zaiback's solution](#)

**1606.**

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Wael Zaiback's solution](#)

**1607.**

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Wael Zaiback's solution](#)

**1608.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Wael Zaiback's solution](#)

**1609.**

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Wael Zaiback's solution](#)

**1610.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Wael Zaiback's solution](#)**1611.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Wael Zaiback's solution](#)**1612.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Wael Zaiback's solution](#)**1613.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Wael Zaiback's solution](#)**1614.**

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)**1615.**

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Wael Zaiback's solution](#)**1616.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Wael Zaiback's solution](#)**1617.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Wael Zaiback's solution](#)**1618.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Wael Zaiback's solution](#)**1619.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[Wael Zaiback's solution](#)

**1620.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Wael Zaiback's solution](#)

**1621.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Wael Zaiback's solution](#)

**1622.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**1623.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**1624.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Wael Zaiback's solution](#)

**1625.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Wael Zaiback's solution](#)

**1626.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**1627.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[Wael Zaiback's solution](#)

**1628.**

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Wael Zaiback's solution](#)

**1629.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Wael Zaiback's solution](#)

**1630.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Wael Zaiback's solution](#)

**1631.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Wael Zaiback's solution](#)

**1632.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Wael Zaiback's solution](#)

**1633.**

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[Wael Zaiback's solution](#)

**1634.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,822 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Wael Zaiback's solution](#)

**1635.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Wael Zaiback's solution](#)

**1636.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2021-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1637.**

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2021-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1638.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**1639.**

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[Wael Zaiback's solution](#)

**1640.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2021-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1641.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,574 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Wael Zaiback's solution](#)

**1642.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Wael Zaiback's solution](#)

**1643.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1800 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**1644.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Wael Zaiback's solution](#)

**1645.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1646.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Wael Zaiback's solution](#)

**1647.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**1648.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**1649.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Wael Zaiback's solution](#)

**1650.**

2145D

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

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Wael Zaiback's solution](#)

**1651.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Wael Zaiback's solution](#)

**1652.**

2144D

[Price Tags](#) · [Tutorial](#)

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

[Wael Zaiback's solution](#)

**1653.**

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Wael Zaiback's solution](#)

**1654.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[Wael Zaiback's solution](#)

**1655.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Wael Zaiback's solution](#)

**1656.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[Wael Zaiback's solution](#)

**1657.**

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-09-04 · last AC: 2025-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**1658.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Wael Zaiback's solution](#)

**1659.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1660.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**1661.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**1662.**

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1663.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**1664.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**1665.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Wael Zaiback's solution](#)

**1666.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Wael Zaiback's solution](#)

**1667.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math

[Wael Zaiback's solution](#)

**1668.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Wael Zaiback's solution](#)

**1669.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math,

number theory

[Wael Zaiback's solution](#)

**1670.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,549 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Wael Zaiback's solution](#)

**1671.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Wael Zaiback's solution](#)

**1672.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Wael Zaiback's solution](#)

**1673.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Wael Zaiback's solution](#)

**1674.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Wael Zaiback's solution](#)

**1675.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**1676.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Wael Zaiback's solution](#)

**1677.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Wael Zaiback's solution](#)

**1678.**

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**1679.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Wael Zaiback's solution](#)

**1680.**

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Wael Zaiback's solution](#)

**1681.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Wael Zaiback's solution](#)

**1682.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Wael Zaiback's solution](#)

**1683.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Wael Zaiback's solution](#)

**1684.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Wael Zaiback's solution](#)

**1685.**

1979D

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

Quality: 7,854 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

[Wael Zaiback's solution](#)

**1686.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**1687.**

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1688.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Wael Zaiback's solution](#)

**1689.**

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Wael Zaiback's solution](#)

**1690.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[Wael Zaiback's solution](#)

**1691.**

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Wael Zaiback's solution](#)

**1692.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Wael Zaiback's solution](#)

**1693.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Wael Zaiback's solution](#)

**1694.**

1904D2

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

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**1695.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Wael Zaiback's solution](#)

**1696.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Wael Zaiback's solution](#)

**1697.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Wael Zaiback's solution](#)

**1698.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Wael Zaiback's solution](#)

**1699.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Wael Zaiback's solution](#)

**1700.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Wael Zaiback's solution](#)

**1701.**

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1702.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Wael Zaiback's solution](#)

**1703.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Wael Zaiback's solution](#)

**1704.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Wael Zaiback's solution](#)

**1705.**

1825D1

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

Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Wael Zaiback's solution](#)

**1706.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Wael Zaiback's solution](#)

**1707.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Wael Zaiback's solution](#)

**1708.**

1782D

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

Rating: 1800 · first AC: 2023-01-15 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Wael Zaiback's solution](#)

**1709.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Wael Zaiback's solution](#)

**1710.**

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Wael Zaiback's solution](#)**1711.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Wael Zaiback's solution](#)**1712.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[Wael Zaiback's solution](#)**1713.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Wael Zaiback's solution](#)**1714.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)**1715.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Wael Zaiback's solution](#)**1716.**

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Wael Zaiback's solution](#)**1717.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[Wael Zaiback's solution](#)**1718.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Wael Zaiback's solution](#)**1719.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-19 · last AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Wael Zaiback's solution](#)

**1720.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Wael Zaiback's solution](#)**1721.**

1719D1

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

Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Wael Zaiback's solution](#)**1722.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)**1723.**

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Wael Zaiback's solution](#)**1724.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Wael Zaiback's solution](#)**1725.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Wael Zaiback's solution](#)**1726.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Wael Zaiback's solution](#)**1727.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[Wael Zaiback's solution](#)**1728.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)**1729.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Wael Zaiback's solution](#)

**1730.**

1649D

[Integral Array](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[Wael Zaiback's solution](#)

**1731.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Wael Zaiback's solution](#)

**1732.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Wael Zaiback's solution](#)

**1733.**

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Wael Zaiback's solution](#)

**1734.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Wael Zaiback's solution](#)

**1735.**

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Wael Zaiback's solution](#)

**1736.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Wael Zaiback's solution](#)

**1737.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Wael Zaiback's solution](#)

**1738.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Wael Zaiback's solution](#)

**1739.**

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Wael Zaiback's solution](#)

**1740.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Wael Zaiback's solution](#)

**1741.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Wael Zaiback's solution](#)

**1742.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1743.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**1744.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,046 global accepts · Rating: 1800 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[Wael Zaiback's solution](#)

**1745.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Wael Zaiback's solution](#)

**1746.**

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Wael Zaiback's solution](#)

**1747.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Wael Zaiback's solution](#)

**1748.**

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**1749.**

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Wael Zaiback's solution](#)

**1750.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, implementation

[Wael Zaiback's solution](#)

### 1751.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Wael Zaiback's solution](#)

### 1752.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Wael Zaiback's solution](#)

### 1753.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Wael Zaiback's solution](#)

### 1754.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Wael Zaiback's solution](#)

### 1755.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Wael Zaiback's solution](#)

### 1756.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

### 1757.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Wael Zaiback's solution](#)

### 1758.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[Wael Zaiback's solution](#)

### 1759.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

### 1760.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Wael Zaiback's solution](#)

**1761.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Wael Zaiback's solution](#)

**1762.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Wael Zaiback's solution](#)

**1763.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Wael Zaiback's solution](#)

**1764.**

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Wael Zaiback's solution](#)

**1765.**

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[Wael Zaiback's solution](#)

**1766.**

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**1767.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Wael Zaiback's solution](#)

**1768.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**1769.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

**1770.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Wael Zaiback's solution](#)

**1771.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

**1772.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1773.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1774.**

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Wael Zaiback's solution](#)

**1775.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Wael Zaiback's solution](#)

**1776.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Wael Zaiback's solution](#)

**1777.**

2180C

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

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Wael Zaiback's solution](#)

**1778.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1779.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Wael Zaiback's solution](#)

**1780.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**1781.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Wael Zaiback's solution](#)

**1782.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**1783.**

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Wael Zaiback's solution](#)

**1784.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Wael Zaiback's solution](#)

**1785.**

2138B

[Antamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Wael Zaiback's solution](#)

**1786.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Wael Zaiback's solution](#)

**1787.**

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Wael Zaiback's solution](#)

**1788.**

2128E1

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

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Wael Zaiback's solution](#)

**1789.**

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Wael Zaiback's solution](#)

**1790.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, flows,

hashing

[Wael Zaiback's solution](#)

**1791.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Wael Zaiback's solution](#)

**1792.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Wael Zaiback's solution](#)

**1793.**

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Wael Zaiback's solution](#)

**1794.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1795.**

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, trees

[Wael Zaiback's solution](#)

**1796.**

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**1797.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1798.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Wael Zaiback's solution](#)

**1799.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, interactive

[Wael Zaiback's solution](#)

**1800.**

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Wael Zaiback's solution](#)

### 1801.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Wael Zaiback's solution](#)

### 1802.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Wael Zaiback's solution](#)

### 1803.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

### 1804.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

### 1805.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Wael Zaiback's solution](#)

### 1806.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Wael Zaiback's solution](#)

### 1807.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Wael Zaiback's solution](#)

### 1808.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

### 1809.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Wael Zaiback's solution](#)

**1810.**

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1811.**

2053E

[Resourceful Caterpillar Sequence · Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Wael Zaiback's solution](#)

**1812.**

2040D

[Non Prime Tree · Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Wael Zaiback's solution](#)

**1813.**

2029D

[Cool Graph · Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Wael Zaiback's solution](#)

**1814.**

1801C

[Music Festival · Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Wael Zaiback's solution](#)

**1815.**

2026D

[Sums of Segments · Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Wael Zaiback's solution](#)

**1816.**

1989D

[Smithing Skill · Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Wael Zaiback's solution](#)

**1817.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Wael Zaiback's solution](#)

**1818.**

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Wael Zaiback's solution](#)

**1819.**

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, sortings

[Wael Zaiback's solution](#)

## 1820.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

## 1821.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

## 1822.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Wael Zaiback's solution](#)

## 1823.

2014H

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

Quality: 5,689 global accepts · Rating: 1900 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Wael Zaiback's solution](#)

## 1824.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Wael Zaiback's solution](#)

## 1825.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Wael Zaiback's solution](#)

## 1826.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Wael Zaiback's solution](#)

## 1827.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Wael Zaiback's solution](#)

## 1828.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Wael Zaiback's solution](#)

## 1829.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Wael Zaiback's solution](#)

### 1830.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

### 1831.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[Wael Zaiback's solution](#)

### 1832.

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

[Wael Zaiback's solution](#)

### 1833.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Wael Zaiback's solution](#)

### 1834.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Wael Zaiback's solution](#)

### 1835.

1980F1

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

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · last AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Wael Zaiback's solution](#)

### 1836.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Wael Zaiback's solution](#)

### 1837.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Wael Zaiback's solution](#)

### 1838.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Wael Zaiback's solution](#)

**1839.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Wael Zaiback's solution](#)

**1840.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Wael Zaiback's solution](#)

**1841.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Wael Zaiback's solution](#)

**1842.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Wael Zaiback's solution](#)

**1843.**

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Wael Zaiback's solution](#)

**1844.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)

**1845.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Wael Zaiback's solution](#)

**1846.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Wael Zaiback's solution](#)

**1847.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Wael Zaiback's solution](#)

**1848.**

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Wael Zaiback's solution](#)

**1849.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Wael Zaiback's solution](#)

**1850.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Wael Zaiback's solution](#)

**1851.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,633 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**1852.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Wael Zaiback's solution](#)

**1853.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Wael Zaiback's solution](#)

**1854.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**1855.**

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings

[Wael Zaiback's solution](#)

**1856.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)

**1857.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Wael Zaiback's solution](#)

**1858.**

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Wael Zaiback's solution](#)

**1859.**

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Wael Zaiback's solution](#)

**1860.**

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings  
[Wael Zaiback's solution](#)

**1861.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers  
[Wael Zaiback's solution](#)

**1862.**

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory  
[Wael Zaiback's solution](#)

**1863.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[Wael Zaiback's solution](#)

**1864.**

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[Wael Zaiback's solution](#)

**1865.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation  
[Wael Zaiback's solution](#)

**1866.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[Wael Zaiback's solution](#)

**1867.**

1651D

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

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths  
[Wael Zaiback's solution](#)

**1868.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[Wael Zaiback's solution](#)

**1869.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2021-12-25 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1870.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Wael Zaiback's solution](#)

**1871.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Wael Zaiback's solution](#)

**1872.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

**1873.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Wael Zaiback's solution](#)

**1874.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Wael Zaiback's solution](#)

**1875.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Wael Zaiback's solution](#)

**1876.**

1678E

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

Rating: 1900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[Wael Zaiback's solution](#)

**1877.**

1729F

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

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[Wael Zaiback's solution](#)

**1878.**

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**1879.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,157 global accepts · Rating: 1900 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[Wael Zaiback's solution](#)

**1880.**

1719D2

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

Rating: 1900 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[Wael Zaiback's solution](#)

**1881.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Wael Zaiback's solution](#)

**1882.**

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, two pointers

[Wael Zaiback's solution](#)

**1883.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Wael Zaiback's solution](#)

**1884.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**1885.**

1714F

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

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Wael Zaiback's solution](#)

**1886.**

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Wael Zaiback's solution](#)

**1887.**

1702G1

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

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Wael Zaiback's solution](#)

**1888.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Wael Zaiback's solution](#)

**1889.**

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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**1890.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Wael Zaiback's solution](#)

**1891.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Wael Zaiback's solution](#)

**1892.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[Wael Zaiback's solution](#)

**1893.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Wael Zaiback's solution](#)

**1894.**

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Wael Zaiback's solution](#)

**1895.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**1896.**

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Wael Zaiback's solution](#)

**1897.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-18 · last AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Wael Zaiback's solution](#)

**1898.**

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

**1899.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Wael Zaiback's solution](#)

**1900.**

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Wael Zaiback's solution](#)

**1901.**

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Wael Zaiback's solution](#)

**1902.**

1649E

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

Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Wael Zaiback's solution](#)

**1903.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**1904.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Wael Zaiback's solution](#)

**1905.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Wael Zaiback's solution](#)

**1906.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Wael Zaiback's solution](#)

**1907.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Wael Zaiback's solution](#)

**1908.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Wael Zaiback's solution](#)

**1909.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Wael Zaiback's solution](#)**1910.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Wael Zaiback's solution](#)**1911.**

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Wael Zaiback's solution](#)**1912.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Wael Zaiback's solution](#)**1913.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Wael Zaiback's solution](#)**1914.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)**1915.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Wael Zaiback's solution](#)**1916.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Wael Zaiback's solution](#)**1917.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Wael Zaiback's solution](#)**1918.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Wael Zaiback's solution](#)

**1919.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Wael Zaiback's solution](#)

**1920.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**1921.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Wael Zaiback's solution](#)

**1922.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Wael Zaiback's solution](#)

**1923.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

**1924.**

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**1925.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2021-11-10 · last AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Wael Zaiback's solution](#)

**1926.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Wael Zaiback's solution](#)

**1927.**

1547F

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

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Wael Zaiback's solution](#)

**1928.**

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

**1929.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Wael Zaiback's solution](#)

**1930.**

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[Wael Zaiback's solution](#)

**1931.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Wael Zaiback's solution](#)

**1932.**

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

**1933.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings

[Wael Zaiback's solution](#)

**1934.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Wael Zaiback's solution](#)

**1935.**

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

**1936.**

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

**1937.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Wael Zaiback's solution](#)

**1938.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[Wael Zaiback's solution](#)

**1939.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Wael Zaiback's solution](#)

### 1940.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games

[Wael Zaiback's solution](#)

### 1941.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Wael Zaiback's solution](#)

### 1942.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

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### 1943.

2194E

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

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

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### 1944.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

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### 1945.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Wael Zaiback's solution](#)

### 1946.

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

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### 1947.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

### 1948.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Wael Zaiback's solution](#)

### 1949.

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks,

combinatorics, dfs and similar, dsu, graphs, math

[Wael Zaiback's solution](#)

**1950.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Wael Zaiback's solution](#)

**1951.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Wael Zaiback's solution](#)

**1952.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Wael Zaiback's solution](#)

**1953.**

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**1954.**

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Wael Zaiback's solution](#)

**1955.**

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Wael Zaiback's solution](#)

**1956.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Wael Zaiback's solution](#)

**1957.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Wael Zaiback's solution](#)

**1958.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Wael Zaiback's solution](#)

**1959.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs

and similar, dsu, graphs

[Wael Zaiback's solution](#)

**1960.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, sortings

[Wael Zaiback's solution](#)

**1961.**

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Wael Zaiback's solution](#)

**1962.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

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**1963.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[Wael Zaiback's solution](#)

**1964.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Wael Zaiback's solution](#)

**1965.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Wael Zaiback's solution](#)

**1966.**

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Wael Zaiback's solution](#)

**1967.**

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Wael Zaiback's solution](#)

**1968.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Wael Zaiback's solution](#)

**1969.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Wael Zaiback's solution](#)

## 1970.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Wael Zaiback's solution](#)

## 1971.

1408D

[Searchlights](#) · Tutorial

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Wael Zaiback's solution](#)

## 1972.

997B

[Roman Digits](#) · Tutorial

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Wael Zaiback's solution](#)

## 1973.

2020E

[Expected Power](#) · Tutorial

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Wael Zaiback's solution](#)

## 1974.

891B

[Gluttony](#) · Tutorial

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

## 1975.

2014F

[Sheriff's Defense](#) · Tutorial

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)

## 1976.

1237D

[Balanced Playlist](#) · Tutorial

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[Wael Zaiback's solution](#)

## 1977.

896B

[Ithea Plays With Chtholly](#) · Tutorial

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Wael Zaiback's solution](#)

## 1978.

1266D

[Decreasing Debts](#) · Tutorial

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Wael Zaiback's solution](#)

## 1979.

1994E

[Wooden Game](#) · Tutorial

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

[Wael Zaiback's solution](#)

## 1980.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Wael Zaiback's solution](#)

## 1981.

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Wael Zaiback's solution](#)

## 1982.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

## 1983.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Wael Zaiback's solution](#)

## 1984.

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Wael Zaiback's solution](#)

## 1985.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Wael Zaiback's solution](#)

## 1986.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Wael Zaiback's solution](#)

## 1987.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Wael Zaiback's solution](#)

## 1988.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Wael Zaiback's solution](#)

## 1989.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**1990.**

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Wael Zaiback's solution](#)

**1991.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Wael Zaiback's solution](#)

**1992.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Wael Zaiback's solution](#)

**1993.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Wael Zaiback's solution](#)

**1994.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Wael Zaiback's solution](#)

**1995.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Wael Zaiback's solution](#)

**1996.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Wael Zaiback's solution](#)

**1997.**

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Wael Zaiback's solution](#)

**1998.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Wael Zaiback's solution](#)

**1999.**

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive,

math

[Wael Zaiback's solution](#)

## 2000.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Wael Zaiback's solution](#)

## 2001.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

## 2002.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Wael Zaiback's solution](#)

## 2003.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Wael Zaiback's solution](#)

## 2004.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Wael Zaiback's solution](#)

## 2005.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Wael Zaiback's solution](#)

## 2006.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Wael Zaiback's solution](#)

## 2007.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Wael Zaiback's solution](#)

## 2008.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Wael Zaiback's solution](#)

## 2009.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

**2010.**

1744F

[MEX vs MED](#) · Tutorial

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[Wael Zaiback's solution](#)

**2011.**

1741F

[Multi-Colored Segments](#) · Tutorial

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Wael Zaiback's solution](#)

**2012.**

1646D

[Weight the Tree](#) · Tutorial

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Wael Zaiback's solution](#)

**2013.**

1665D

[GCD Guess](#) · Tutorial

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Wael Zaiback's solution](#)

**2014.**

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**2015.**

1726D

[Edge Split](#) · Tutorial

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Wael Zaiback's solution](#)

**2016.**

1513D

[GCD and MST](#) · Tutorial

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Wael Zaiback's solution](#)

**2017.**

1200E

[Compress Words](#) · Tutorial

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Wael Zaiback's solution](#)

**2018.**

1632D

[New Year Concert](#) · Tutorial

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Wael Zaiback's solution](#)

**2019.**

1716D

[Chip Move](#) · Tutorial

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Wael Zaiback's solution](#)

## 2020.

1716C

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

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Wael Zaiback's solution](#)

## 2021.

1702G2

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

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Wael Zaiback's solution](#)

## 2022.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Wael Zaiback's solution](#)

## 2023.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

## 2024.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Wael Zaiback's solution](#)

## 2025.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[Wael Zaiback's solution](#)

## 2026.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Wael Zaiback's solution](#)

## 2027.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures

[Wael Zaiback's solution](#)

## 2028.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Wael Zaiback's solution](#)

## 2029.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**2030.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Wael Zaiback's solution](#)

**2031.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**2032.**

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Wael Zaiback's solution](#)

**2033.**

1674G

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

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Wael Zaiback's solution](#)

**2034.**

1674E

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

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**2035.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Wael Zaiback's solution](#)

**2036.**

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[Wael Zaiback's solution](#)

**2037.**

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Wael Zaiback's solution](#)

**2038.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Wael Zaiback's solution](#)

**2039.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Wael Zaiback's solution](#)

**2040.**

611D

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

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[Wael Zaiback's solution](#)

**2041.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Wael Zaiback's solution](#)

**2042.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Wael Zaiback's solution](#)

**2043.**

1142B

[Lynryd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Wael Zaiback's solution](#)

**2044.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Wael Zaiback's solution](#)

**2045.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**2046.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[Wael Zaiback's solution](#)

**2047.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**2048.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Wael Zaiback's solution](#)

**2049.**

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Wael Zaiback's solution](#)

## 2050.

1551E

### [Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[Wael Zaiback's solution](#)

## 2051.

1288D

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

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[Wael Zaiback's solution](#)

## 2052.

1624E

### [Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Wael Zaiback's solution](#)

## 2053.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Wael Zaiback's solution](#)

## 2054.

1301D

### [Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Wael Zaiback's solution](#)

## 2055.

1257E

### [The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Wael Zaiback's solution](#)

## 2056.

1454E

### [Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Wael Zaiback's solution](#)

## 2057.

1622D

### [Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[Wael Zaiback's solution](#)

## 2058.

1618F

### [Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Wael Zaiback's solution](#)

## 2059.

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Wael Zaiback's solution](#)

**2060.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**2061.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Wael Zaiback's solution](#)

**2062.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Wael Zaiback's solution](#)

**2063.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 2000 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**2064.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**2065.**

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[Wael Zaiback's solution](#)

**2066.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)

**2067.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Wael Zaiback's solution](#)

**2068.**

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Wael Zaiback's solution](#)

**2069.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**2070.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Wael Zaiback's solution](#)

**2071.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[Wael Zaiback's solution](#)

**2072.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[Wael Zaiback's solution](#)

**2073.**

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[Wael Zaiback's solution](#)

**2074.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers  
[Wael Zaiback's solution](#)

**2075.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[Wael Zaiback's solution](#)

**2076.**

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[Wael Zaiback's solution](#)

**2077.**

450D

[Jzzhu and Cities](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths  
[Wael Zaiback's solution](#)

**2078.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2021-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory  
[Wael Zaiback's solution](#)

**2079.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings  
[Wael Zaiback's solution](#)

**2080.**

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[Wael Zaiback's solution](#)

## 2081.

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[Wael Zaiback's solution](#)

## 2082.

2183E

[LCM is Legendary Counting Master · Tutorial](#)

Quality: 2,854 global accepts · Rating: 2100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Wael Zaiback's solution](#)

## 2083.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Wael Zaiback's solution](#)

## 2084.

2170E

[Binary Strings and Blocks · Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Wael Zaiback's solution](#)

## 2085.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Wael Zaiback's solution](#)

## 2086.

2169D2

[Removal of a Sequence \(Hard Version\) · Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Wael Zaiback's solution](#)

## 2087.

2161D

[Locked Out · Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Wael Zaiback's solution](#)

## 2088.

1446C

[Xor Tree · Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Wael Zaiback's solution](#)

## 2089.

2162F

[Beautiful Intervals · Tutorial](#)

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

## 2090.

2061F1

### [Kevin and Binary String \(Easy Version\) · Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

## 2091.

2127E

### [Ancient Tree · Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Wael Zaiback's solution](#)

## 2092.

2159B

### [Rectangles · Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

## 2093.

2135D1

### [From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Wael Zaiback's solution](#)

## 2094.

2145E

### [Predicting Popularity · Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Wael Zaiback's solution](#)

## 2095.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Wael Zaiback's solution](#)

## 2096.

2150C

### [Limited Edition Shop · Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Wael Zaiback's solution](#)

## 2097.

2124E

### [Make it Zero · Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

## 2098.

2119D

### [Token Removing · Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

## 2099.

2123G

### [Modular Sorting · Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Wael Zaiback's solution](#)

**2100.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, probabilities

[Wael Zaiback's solution](#)**2101.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Wael Zaiback's solution](#)**2102.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, ternary search

[Wael Zaiback's solution](#)**2103.**

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, geometry

[Wael Zaiback's solution](#)**2104.**

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Wael Zaiback's solution](#)**2105.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Wael Zaiback's solution](#)**2106.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Wael Zaiback's solution](#)**2107.**

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Wael Zaiback's solution](#)**2108.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Wael Zaiback's solution](#)**2109.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory, trees

[Wael Zaiback's solution](#)

**2110.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

**2111.**

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Wael Zaiback's solution](#)

**2112.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Wael Zaiback's solution](#)

**2113.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Wael Zaiback's solution](#)

**2114.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-16 · last AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Wael Zaiback's solution](#)

**2115.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**2116.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Wael Zaiback's solution](#)

**2117.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Wael Zaiback's solution](#)

**2118.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2024-10-07 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Wael Zaiback's solution](#)

**2119.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**2120.**

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Wael Zaiback's solution](#)

**2121.**

2004E

[Not a Nim Problem · Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Wael Zaiback's solution](#)

**2122.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Wael Zaiback's solution](#)

**2123.**

1998D

[Determine Winning Islands in Race · Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

**2124.**

1266E

[Spaceship Solitaire · Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Wael Zaiback's solution](#)

**2125.**

1066F

[Yet another 2D Walking · Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**2126.**

1975E

[Chain Queries · Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Wael Zaiback's solution](#)

**2127.**

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**2128.**

1876C

[Autosynthesis · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Wael Zaiback's solution](#)

**2129.**

1778D

[Flexible String Revisit · Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Wael\\_Zaiback's solution](#)

**2130.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Wael\\_Zaiback's solution](#)

**2131.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Wael\\_Zaiback's solution](#)

**2132.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Wael\\_Zaiback's solution](#)

**2133.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Wael\\_Zaiback's solution](#)

**2134.**

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Wael\\_Zaiback's solution](#)

**2135.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Wael\\_Zaiback's solution](#)

**2136.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Wael\\_Zaiback's solution](#)

**2137.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Wael\\_Zaiback's solution](#)

**2138.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Wael\\_Zaiback's solution](#)

**2139.**

1629F1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games

[Wael Zaiback's solution](#)

## 2140.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Wael Zaiback's solution](#)

## 2141.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Wael Zaiback's solution](#)

## 2142.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Wael Zaiback's solution](#)

## 2143.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Wael Zaiback's solution](#)

## 2144.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Wael Zaiback's solution](#)

## 2145.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Wael Zaiback's solution](#)

## 2146.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Wael Zaiback's solution](#)

## 2147.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

## 2148.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Wael Zaiback's solution](#)

## 2149.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Wael Zaiback's solution](#)

**2150.**

1761D

[Carry Bit](#) · Tutorial

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)**2151.**

1748D

[ConstructOR](#) · Tutorial

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Wael Zaiback's solution](#)**2152.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Wael Zaiback's solution](#)**2153.**

576C

[Points on Plane](#) · Tutorial

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Wael Zaiback's solution](#)**2154.**

1734E

[Rectangular Congruence](#) · Tutorial

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Wael Zaiback's solution](#)**2155.**

1729G

[Cut Substrings](#) · Tutorial

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Wael Zaiback's solution](#)**2156.**

1606E

[Arena](#) · Tutorial

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)**2157.**

1355E

[Restorer Distance](#) · Tutorial

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Wael Zaiback's solution](#)**2158.**

665E

[Beautiful Subarrays](#) · Tutorial

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Wael Zaiback's solution](#)**2159.**

837D

[Round Subset](#) · Tutorial

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Wael Zaiback's solution](#)

**2160.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Wael Zaiback's solution](#)

**2161.**

838B

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

Quality: 1,079 global accepts · Rating: 2100 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Wael Zaiback's solution](#)

**2162.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Wael Zaiback's solution](#)

**2163.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Wael Zaiback's solution](#)

**2164.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[Wael Zaiback's solution](#)

**2165.**

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Wael Zaiback's solution](#)

**2166.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Wael Zaiback's solution](#)

**2167.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Wael Zaiback's solution](#)

**2168.**

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[Wael Zaiback's solution](#)

**2169.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Wael Zaiback's solution](#)

**2170.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Wael Zaiback's solution](#)

## 2171.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Wael Zaiback's solution](#)

## 2172.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

## 2173.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Wael Zaiback's solution](#)

## 2174.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Wael Zaiback's solution](#)

## 2175.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Wael Zaiback's solution](#)

## 2176.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2022-06-04 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Wael Zaiback's solution](#)

## 2177.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Wael Zaiback's solution](#)

## 2178.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Wael Zaiback's solution](#)

## 2179.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Wael Zaiback's solution](#)

## 2180.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Wael Zaiback's solution](#)

## 2181.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[Wael Zaiback's solution](#)

## 2182.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Wael Zaiback's solution](#)

## 2183.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Wael Zaiback's solution](#)

## 2184.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Wael Zaiback's solution](#)

## 2185.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Wael Zaiback's solution](#)

## 2186.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Wael Zaiback's solution](#)

## 2187.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Wael Zaiback's solution](#)

## 2188.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Wael Zaiback's solution](#)

## 2189.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Wael Zaiback's solution](#)

## 2190.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Wael Zaiback's solution](#)

## 2191.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Wael Zaiback's solution](#)

## 2192.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

## 2193.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Wael Zaiback's solution](#)

## 2194.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Wael Zaiback's solution](#)

## 2195.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Wael Zaiback's solution](#)

## 2196.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Wael Zaiback's solution](#)

## 2197.

1668D

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

Rating: 2100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Wael Zaiback's solution](#)

## 2198.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Wael Zaiback's solution](#)

## 2199.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Wael Zaiback's solution](#)

## 2200.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy

[Wael Zaiback's solution](#)

## 2201.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Wael Zaiback's solution](#)

## 2202.

1660F2

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

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[Wael Zaiback's solution](#)

## 2203.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Wael Zaiback's solution](#)

## 2204.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Wael Zaiback's solution](#)

## 2205.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Wael Zaiback's solution](#)

## 2206.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Wael Zaiback's solution](#)

## 2207.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

## 2208.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Wael Zaiback's solution](#)

## 2209.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**2210.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Wael Zaiback's solution](#)

**2211.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Wael Zaiback's solution](#)

**2212.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Wael Zaiback's solution](#)

**2213.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Wael Zaiback's solution](#)

**2214.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Wael Zaiback's solution](#)

**2215.**

2179H

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

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[Wael Zaiback's solution](#)

**2216.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Wael Zaiback's solution](#)

**2217.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**2218.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Wael Zaiback's solution](#)

**2219.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-11-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Wael Zaiback's solution](#)

**2220.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Wael Zaiback's solution](#)

**2221.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Wael Zaiback's solution](#)

**2222.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Wael Zaiback's solution](#)

**2223.**

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Wael Zaiback's solution](#)

**2224.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, probabilities

[Wael Zaiback's solution](#)

**2225.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[Wael Zaiback's solution](#)

**2226.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Wael Zaiback's solution](#)

**2227.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

**2228.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Wael Zaiback's solution](#)

**2229.**

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Wael Zaiback's solution](#)

**2230.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Wael Zaiback's solution](#)

**2231.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[Wael Zaiback's solution](#)

**2232.**

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Wael Zaiback's solution](#)

**2233.**

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[Wael Zaiback's solution](#)

**2234.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Wael Zaiback's solution](#)

**2235.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Wael Zaiback's solution](#)

**2236.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings

[Wael Zaiback's solution](#)

**2237.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**2238.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Wael Zaiback's solution](#)

**2239.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data

structures, divide and conquer, games, greedy, math

[Wael Zaiback's solution](#)

**2240.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Wael Zaiback's solution](#)

**2241.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[Wael Zaiback's solution](#)

**2242.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings

[Wael Zaiback's solution](#)

**2243.**

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games

[Wael Zaiback's solution](#)

**2244.**

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Wael Zaiback's solution](#)

**2245.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Wael Zaiback's solution](#)

**2246.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Wael Zaiback's solution](#)

**2247.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Wael Zaiback's solution](#)

**2248.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Wael Zaiback's solution](#)

**2249.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Wael Zaiback's solution](#)

## 2250.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

## 2251.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)

## 2252.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Wael Zaiback's solution](#)

## 2253.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Wael Zaiback's solution](#)

## 2254.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs

[Wael Zaiback's solution](#)

## 2255.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Wael Zaiback's solution](#)

## 2256.

1262F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

## 2257.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Wael Zaiback's solution](#)

## 2258.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Wael Zaiback's solution](#)

**2259.**

1840G1

[In Search of Truth \(Easy Version\) · Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Wael Zaiback's solution](#)**2260.**

2014G

[Milky Days · Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Wael Zaiback's solution](#)**2261.**

2013E

[Prefix GCD · Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Wael Zaiback's solution](#)**2262.**

1998E1

[Eliminating Balls With Merging \(Easy Version\) · Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Wael Zaiback's solution](#)**2263.**

1993D

[Med-imize · Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Wael Zaiback's solution](#)**2264.**

1997E

[Level Up · Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Wael Zaiback's solution](#)**2265.**

1991F

[Triangle Formation · Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Wael Zaiback's solution](#)**2266.**

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Wael Zaiback's solution](#)**2267.**

1657E

[Star MST · Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Wael Zaiback's solution](#)**2268.**

1666I

[Interactive Treasure Hunt · Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Wael Zaiback's solution](#)

## 2269.

1968G2

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

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Wael Zaiback's solution](#)

## 2270.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

## 2271.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Wael Zaiback's solution](#)

## 2272.

102348C

[Marbles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

## 2273.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Wael Zaiback's solution](#)

## 2274.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, interactive

[Wael Zaiback's solution](#)

## 2275.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Wael Zaiback's solution](#)

## 2276.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Wael Zaiback's solution](#)

## 2277.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Wael Zaiback's solution](#)

## 2278.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Wael Zaiback's solution](#)

**2279.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[Wael Zaiback's solution](#)

**2280.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-10 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Wael Zaiback's solution](#)

**2281.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Wael Zaiback's solution](#)

**2282.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Wael Zaiback's solution](#)

**2283.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Wael Zaiback's solution](#)

**2284.**

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Wael Zaiback's solution](#)

**2285.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Wael Zaiback's solution](#)

**2286.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Wael Zaiback's solution](#)

**2287.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Wael Zaiback's solution](#)

**2288.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[Wael Zaiback's solution](#)

**2289.**

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Wael Zaiback's solution](#)

**2290.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Wael Zaiback's solution](#)

**2291.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Wael Zaiback's solution](#)

**2292.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Wael Zaiback's solution](#)

**2293.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Wael Zaiback's solution](#)

**2294.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Wael Zaiback's solution](#)

**2295.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[Wael Zaiback's solution](#)

**2296.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Wael Zaiback's solution](#)

**2297.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Wael Zaiback's solution](#)

**2298.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Wael Zaiback's solution](#)

### 2299.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Wael Zaiback's solution](#)

### 2300.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Wael Zaiback's solution](#)

### 2301.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Wael Zaiback's solution](#)

### 2302.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Wael Zaiback's solution](#)

### 2303.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Wael Zaiback's solution](#)

### 2304.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Wael Zaiback's solution](#)

### 2305.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Wael Zaiback's solution](#)

### 2306.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Wael Zaiback's solution](#)

### 2307.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Wael Zaiback's solution](#)

**2308.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

**2309.**

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Wael Zaiback's solution](#)

**2310.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Wael Zaiback's solution](#)

**2311.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Wael Zaiback's solution](#)

**2312.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Wael Zaiback's solution](#)

**2313.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Wael Zaiback's solution](#)

**2314.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Wael Zaiback's solution](#)

**2315.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Wael Zaiback's solution](#)

**2316.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Wael Zaiback's solution](#)

**2317.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Wael\\_Zaiback's solution](#)

**2318.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Wael\\_Zaiback's solution](#)

**2319.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Wael\\_Zaiback's solution](#)

**2320.**

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Wael\\_Zaiback's solution](#)

**2321.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Wael\\_Zaiback's solution](#)

**2322.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Wael\\_Zaiback's solution](#)

**2323.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Wael\\_Zaiback's solution](#)

**2324.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Wael\\_Zaiback's solution](#)

**2325.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Wael\\_Zaiback's solution](#)

**2326.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[Wael\\_Zaiback's solution](#)

**2327.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[Wael Zaiback's solution](#)

**2328.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Wael Zaiback's solution](#)

**2329.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Wael Zaiback's solution](#)

**2330.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Wael Zaiback's solution](#)

**2331.**

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Wael Zaiback's solution](#)

**2332.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Wael Zaiback's solution](#)

**2333.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Wael Zaiback's solution](#)

**2334.**

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Wael Zaiback's solution](#)

**2335.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Wael Zaiback's solution](#)

**2336.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Wael Zaiback's solution](#)

**2337.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Wael Zaiback's solution](#)

### 2338.

1970F1

[Playing Quidditch \(Easy\) · Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

### 2339.

1970F2

[Playing Quidditch \(Medium\) · Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

### 2340.

1970F3

[Playing Quidditch \(Hard\) · Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

### 2341.

2181J

[Jinx or Jackpot · Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[Wael Zaiback's solution](#)

### 2342.

2041H

[Sheet Music · Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

### 2343.

2172J

[Sliding Tiles · Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[Wael Zaiback's solution](#)

### 2344.

2172L

[Maximum Color Segment · Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Wael Zaiback's solution](#)

### 2345.

2194F1

[Again Trees... \(Easy Version\) · Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Wael Zaiback's solution](#)

### 2346.

2182F1

[Christmas Reindeer \(easy version\) · Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Wael Zaiback's solution](#)

### 2347.

2180E

[No Effect XOR · Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · last AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

bitmasks, divide and conquer, dp, greedy, math

[Wael Zaiback's solution](#)

**2348.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Wael Zaiback's solution](#)

**2349.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[Wael Zaiback's solution](#)

**2350.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Wael Zaiback's solution](#)

**2351.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Wael Zaiback's solution](#)

**2352.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Wael Zaiback's solution](#)

**2353.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Wael Zaiback's solution](#)

**2354.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Wael Zaiback's solution](#)

**2355.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, probabilities

[Wael Zaiback's solution](#)

**2356.**

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Wael Zaiback's solution](#)

**2357.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Wael Zaiback's solution](#)

**2358.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Wael Zaiback's solution](#)

**2359.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Wael Zaiback's solution](#)

**2360.**

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Wael Zaiback's solution](#)

**2361.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, probabilities

[Wael Zaiback's solution](#)

**2362.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[Wael Zaiback's solution](#)

**2363.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory, two pointers

[Wael Zaiback's solution](#)

**2364.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Wael Zaiback's solution](#)

**2365.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Wael Zaiback's solution](#)

**2366.**

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

greedy, implementation

[Wael Zaiback's solution](#)

**2367.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Wael Zaiback's solution](#)

**2368.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Wael Zaiback's solution](#)

**2369.**

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Wael Zaiback's solution](#)

**2370.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Wael Zaiback's solution](#)

**2371.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Wael Zaiback's solution](#)

**2372.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

**2373.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Wael Zaiback's solution](#)

**2374.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**2375.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Wael Zaiback's solution](#)

**2376.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Wael Zaiback's solution](#)

**2377.**

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices

[Wael Zaiback's solution](#)

**2378.**

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, shortest paths

[Wael Zaiback's solution](#)

**2379.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)

**2380.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Wael Zaiback's solution](#)

**2381.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Wael Zaiback's solution](#)

**2382.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Wael Zaiback's solution](#)

**2383.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · last AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Wael Zaiback's solution](#)

**2384.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Wael Zaiback's solution](#)

**2385.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

**2386.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Wael Zaiback's solution](#)

**2387.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Wael Zaiback's solution](#)

**2388.**

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Wael Zaiback's solution](#)

**2389.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Wael Zaiback's solution](#)

**2390.**

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Wael Zaiback's solution](#)

**2391.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Wael Zaiback's solution](#)

**2392.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[Wael Zaiback's solution](#)

**2393.**

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Wael Zaiback's solution](#)

**2394.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Wael Zaiback's solution](#)

**2395.**

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Wael Zaiback's solution](#)

**2396.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)

**2397.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Wael Zaiback's solution](#)

**2398.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Wael Zaiback's solution](#)

**2399.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Wael Zaiback's solution](#)

**2400.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Wael Zaiback's solution](#)

**2401.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[Wael Zaiback's solution](#)

**2402.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Wael Zaiback's solution](#)

**2403.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Wael Zaiback's solution](#)

**2404.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Wael Zaiback's solution](#)

**2405.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Wael Zaiback's solution](#)

**2406.**

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Wael Zaiback's solution](#)

**2407.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Wael Zaiback's solution](#)

**2408.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Wael Zaiback's solution](#)

**2409.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[Wael Zaiback's solution](#)

**2410.**

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Wael Zaiback's solution](#)

**2411.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Wael Zaiback's solution](#)

**2412.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Wael Zaiback's solution](#)

**2413.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Wael Zaiback's solution](#)

**2414.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Wael Zaiback's solution](#)

**2415.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Wael Zaiback's solution](#)

**2416.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Wael Zaiback's solution](#)

**2417.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Wael Zaiback's solution](#)

**2418.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Wael Zaiback's solution](#)

**2419.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Wael Zaiback's solution](#)

**2420.**

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Wael Zaiback's solution](#)

**2421.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Wael Zaiback's solution](#)

**2422.**

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings

[Wael Zaiback's solution](#)

**2423.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Wael Zaiback's solution](#)

**2424.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Wael Zaiback's solution](#)

**2425.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar,

dp, graphs, greedy, math, trees

[Wael Zaiback's solution](#)

**2426.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Wael Zaiback's solution](#)

**2427.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

**2428.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Wael Zaiback's solution](#)

**2429.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Wael Zaiback's solution](#)

**2430.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Wael Zaiback's solution](#)

**2431.**

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**2432.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Wael Zaiback's solution](#)

**2433.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-09-09 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Wael Zaiback's solution](#)

**2434.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Wael Zaiback's solution](#)

**2435.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Wael Zaiback's solution](#)

**2436.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Wael Zaiback's solution](#)

**2437.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Wael Zaiback's solution](#)

**2438.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Wael Zaiback's solution](#)

**2439.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Wael Zaiback's solution](#)

**2440.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Wael Zaiback's solution](#)

**2441.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Wael Zaiback's solution](#)

**2442.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Wael Zaiback's solution](#)

**2443.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Wael Zaiback's solution](#)

**2444.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Wael Zaiback's solution](#)

**2445.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Wael Zaiback's solution](#)

**2446.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Wael Zaiback's solution](#)

**2447.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Wael Zaiback's solution](#)

**2448.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Wael Zaiback's solution](#)

**2449.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Wael Zaiback's solution](#)

**2450.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Wael Zaiback's solution](#)

**2451.**

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)

**2452.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[Wael Zaiback's solution](#)

**2453.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Wael Zaiback's solution](#)

**2454.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Wael Zaiback's solution](#)

**2455.**

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[Wael Zaiback's solution](#)

**2456.**

1484F

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, shortest paths

[Wael Zaiback's solution](#)

**2457.**

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, math, sortings, trees

[Wael Zaiback's solution](#)

**2458.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**2459.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[Wael Zaiback's solution](#)

**2460.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Wael Zaiback's solution](#)

**2461.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Wael Zaiback's solution](#)

**2462.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**2463.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Wael Zaiback's solution](#)

**2464.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Wael Zaiback's solution](#)

**2465.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-16 · last AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Wael Zaiback's solution](#)

**2466.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Wael Zaiback's solution](#)

**2467.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Wael Zaiback's solution](#)

**2468.**

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[Wael Zaiback's solution](#)

**2469.**

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Wael Zaiback's solution](#)

**2470.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

**2471.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Wael Zaiback's solution](#)

**2472.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Wael Zaiback's solution](#)

**2473.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**2474.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Wael Zaiback's solution](#)

### 2475.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, hashing

[Wael Zaiback's solution](#)

### 2476.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Wael Zaiback's solution](#)

### 2477.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Wael Zaiback's solution](#)

### 2478.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Wael Zaiback's solution](#)

### 2479.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Wael Zaiback's solution](#)

### 2480.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Wael Zaiback's solution](#)

### 2481.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory

[Wael Zaiback's solution](#)

### 2482.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Wael Zaiback's solution](#)

### 2483.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Wael Zaiback's solution](#)

### 2484.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp  
[Wael Zaiback's solution](#)

**2485.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Wael Zaiback's solution](#)

**2486.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Wael Zaiback's solution](#)

**2487.**

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2025-04-14 · last AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Wael Zaiback's solution](#)

**2488.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Wael Zaiback's solution](#)

**2489.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Wael Zaiback's solution](#)

**2490.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[Wael Zaiback's solution](#)

**2491.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Wael Zaiback's solution](#)

**2492.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-12 · last AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

**2493.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Wael Zaiback's solution](#)

**2494.**

2063F1

[Counting Is Not Fun \(Easy Version\) · Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Wael Zaiback's solution](#)

**2495.**

2049E

[Broken Queries · Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Wael Zaiback's solution](#)

**2496.**

2032E

[Balanced · Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Wael Zaiback's solution](#)

**2497.**

2023C

[C+K+S · Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Wael Zaiback's solution](#)

**2498.**

2030F

[Orangutan Approved Subarrays · Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**2499.**

1408E

[Avoid Rainbow Cycles · Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Wael Zaiback's solution](#)

**2500.**

1809E

[Two Tanks · Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[Wael Zaiback's solution](#)

**2501.**

1262F2

[Wrong Answer on test 233 \(Hard Version\) · Tutorial](#)

Rating: 2400 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**2502.**

1264C

[Beautiful Mirrors with queries · Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Wael Zaiback's solution](#)

**2503.**

1237E

[Balanced Binary Search Trees · Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Wael Zaiback's solution](#)

**2504.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Wael Zaiback's solution](#)

**2505.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Wael Zaiback's solution](#)

**2506.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**2507.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Wael Zaiback's solution](#)

**2508.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**2509.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Wael Zaiback's solution](#)

**2510.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Wael Zaiback's solution](#)

**2511.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Wael Zaiback's solution](#)

**2512.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Wael Zaiback's solution](#)

**2513.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Wael Zaiback's solution](#)

**2514.**

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Wael Zaiback's solution](#)

**2515.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Wael Zaiback's solution](#)

**2516.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2022-03-23 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Wael Zaiback's solution](#)

**2517.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Wael Zaiback's solution](#)

**2518.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Wael Zaiback's solution](#)

**2519.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Wael Zaiback's solution](#)

**2520.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Wael Zaiback's solution](#)

**2521.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Wael Zaiback's solution](#)

**2522.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Wael Zaiback's solution](#)

**2523.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Wael Zaiback's solution](#)

**2524.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Wael Zaiback's solution](#)

**2525.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

**2526.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

**2527.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Wael Zaiback's solution](#)

**2528.**

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[Wael Zaiback's solution](#)

**2529.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-03 · last AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Wael Zaiback's solution](#)

**2530.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Wael Zaiback's solution](#)

**2531.**

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Wael Zaiback's solution](#)

**2532.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Wael Zaiback's solution](#)

**2533.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Wael Zaiback's solution](#)

**2534.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

**2535.**

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Wael Zaiback's solution](#)

**2536.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Wael Zaiback's solution](#)

**2537.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**2538.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Wael Zaiback's solution](#)

**2539.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[Wael Zaiback's solution](#)

**2540.**

1629F2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games

[Wael Zaiback's solution](#)

**2541.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Wael Zaiback's solution](#)

**2542.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Wael Zaiback's solution](#)

**2543.**

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Wael\\_Zaiback's solution](#)

**2544.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Wael\\_Zaiback's solution](#)

**2545.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Wael\\_Zaiback's solution](#)

**2546.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Wael\\_Zaiback's solution](#)

**2547.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Wael\\_Zaiback's solution](#)

**2548.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Wael\\_Zaiback's solution](#)

**2549.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Wael\\_Zaiback's solution](#)

**2550.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Wael\\_Zaiback's solution](#)

**2551.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Wael\\_Zaiback's solution](#)

**2552.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Wael\\_Zaiback's solution](#)

**2553.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Wael Zaiback's solution](#)

**2554.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Wael Zaiback's solution](#)

**2555.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Wael Zaiback's solution](#)

**2556.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Wael Zaiback's solution](#)

**2557.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Wael Zaiback's solution](#)

**2558.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Wael Zaiback's solution](#)

**2559.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Wael Zaiback's solution](#)

**2560.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Wael Zaiback's solution](#)

**2561.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Wael Zaiback's solution](#)

**2562.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Wael Zaiback's solution](#)

**2563.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**2564.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Wael Zaiback's solution](#)

**2565.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Wael Zaiback's solution](#)

**2566.**

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Wael Zaiback's solution](#)

**2567.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Wael Zaiback's solution](#)

**2568.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Wael Zaiback's solution](#)

**2569.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Wael Zaiback's solution](#)

**2570.**

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[Wael Zaiback's solution](#)

**2571.**

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, graphs, trees

[Wael Zaiback's solution](#)

**2572.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Wael Zaiback's solution](#)

**2573.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Wael Zaiback's solution](#)

**2574.**

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Wael Zaiback's solution](#)

**2575.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Wael Zaiback's solution](#)

**2576.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Wael Zaiback's solution](#)

**2577.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Wael Zaiback's solution](#)

**2578.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Wael Zaiback's solution](#)

**2579.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Wael Zaiback's solution](#)

**2580.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[Wael Zaiback's solution](#)

**2581.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Wael Zaiback's solution](#)

**2582.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive

algorithms, math, matrices, number theory

[Wael Zaiback's solution](#)

**2583.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Wael Zaiback's solution](#)

**2584.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Wael Zaiback's solution](#)

**2585.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Wael Zaiback's solution](#)

**2586.**

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Wael Zaiback's solution](#)

**2587.**

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-07 · last AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Wael Zaiback's solution](#)

**2588.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

**2589.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Wael Zaiback's solution](#)

**2590.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-30 · last AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Wael Zaiback's solution](#)

**2591.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings

[Wael Zaiback's solution](#)

**2592.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Wael Zaiback's solution](#)

### 2593.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Wael Zaiback's solution](#)

### 2594.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Wael Zaiback's solution](#)

### 2595.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Wael Zaiback's solution](#)

### 2596.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Wael Zaiback's solution](#)

### 2597.

1314B

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

Rating: 2500 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Wael Zaiback's solution](#)

### 2598.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Wael Zaiback's solution](#)

### 2599.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Wael Zaiback's solution](#)

### 2600.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Wael Zaiback's solution](#)

### 2601.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Wael Zaiback's solution](#)

### 2602.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Wael Zaiback's solution](#)

### 2603.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

### 2604.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Wael Zaiback's solution](#)

### 2605.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Wael Zaiback's solution](#)

### 2606.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 2607.

1239B

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

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Wael Zaiback's solution](#)

### 2608.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu

[Wael Zaiback's solution](#)

### 2609.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings

[Wael Zaiback's solution](#)

### 2610.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

### 2611.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft

[Wael Zaiback's solution](#)

### 2612.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Wael Zaiback's solution](#)

### 2613.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Wael Zaiback's solution](#)

### 2614.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Wael Zaiback's solution](#)

### 2615.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, implementation

[Wael Zaiback's solution](#)

### 2616.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Wael Zaiback's solution](#)

### 2617.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Wael Zaiback's solution](#)

### 2618.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[Wael Zaiback's solution](#)

### 2619.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft

[Wael Zaiback's solution](#)

### 2620.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Wael Zaiback's solution](#)

### 2621.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Wael Zaiback's solution](#)

### 2622.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-18 · last AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Wael Zaiback's solution](#)

### 2623.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Wael Zaiback's solution](#)

### 2624.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Wael Zaiback's solution](#)

### 2625.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Wael Zaiback's solution](#)

### 2626.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Wael Zaiback's solution](#)

### 2627.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Wael Zaiback's solution](#)

### 2628.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Wael Zaiback's solution](#)

### 2629.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, math

[Wael Zaiback's solution](#)

### 2630.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Wael Zaiback's solution](#)

### 2631.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Wael Zaiback's solution](#)

### 2632.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

### 2633.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

### 2634.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

### 2635.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2024-10-09 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Wael Zaiback's solution](#)

### 2636.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-10-06 · last AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Wael Zaiback's solution](#)

### 2637.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Wael Zaiback's solution](#)

### 2638.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Wael Zaiback's solution](#)

### 2639.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Wael Zaiback's solution](#)

### 2640.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Wael Zaiback's solution](#)

### 2641.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Wael Zaiback's solution](#)

### 2642.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Wael Zaiback's solution](#)

### 2643.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Wael Zaiback's solution](#)

### 2644.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Wael Zaiback's solution](#)

### 2645.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Wael Zaiback's solution](#)

### 2646.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Wael Zaiback's solution](#)

### 2647.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

### 2648.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Wael Zaiback's solution](#)

### 2649.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

### 2650.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Wael Zaiback's solution](#)

### 2651.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[Wael Zaiback's solution](#)

**2652.**

1998E2

[Eliminating Balls With Merging \(Hard Version\) · Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · last AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Wael Zaiback's solution](#)**2653.**

1990E1

[Catch the Mole\(Easy Version\) · Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Wael Zaiback's solution](#)**2654.**

1612G

[Max Sum Array · Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Wael Zaiback's solution](#)**2655.**

1994F

[Stardew Valley · Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Wael Zaiback's solution](#)**2656.**

1666E

[Even Split · Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)**2657.**

1983F

[array-value · Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Wael Zaiback's solution](#)**2658.**

1987F1

[Interesting Problem \(Easy Version\) · Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)**2659.**

1984F

[Reconstruction · Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Wael Zaiback's solution](#)**2660.**

1945G

[Cook and Porridge · Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[Wael Zaiback's solution](#)**2661.**

1976E

[Splittable Permutations · Tutorial](#)

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Wael Zaiback's solution](#)

**2662.**

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[Wael Zaiback's solution](#)

**2663.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Wael Zaiback's solution](#)

**2664.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Wael Zaiback's solution](#)

**2665.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Wael Zaiback's solution](#)

**2666.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Wael Zaiback's solution](#)

**2667.**

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Wael Zaiback's solution](#)

**2668.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-02-24 · last AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Wael Zaiback's solution](#)

**2669.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Wael Zaiback's solution](#)

**2670.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Wael Zaiback's solution](#)

**2671.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive  
[Wael Zaiback's solution](#)

**2672.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Wael Zaiback's solution](#)

**2673.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Wael Zaiback's solution](#)

**2674.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Wael Zaiback's solution](#)

**2675.**

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Wael Zaiback's solution](#)

**2676.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

**2677.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**2678.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Wael Zaiback's solution](#)

**2679.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Wael Zaiback's solution](#)

**2680.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Wael Zaiback's solution](#)

**2681.**

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[Wael Zaiback's solution](#)

### 2682.

1572B

[Xor of 3 · Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Wael Zaiback's solution](#)

### 2683.

1836D

[Lottery · Tutorial](#)

Rating: 2500 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Wael Zaiback's solution](#)

### 2684.

1854C

[Expected Destruction · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Wael Zaiback's solution](#)

### 2685.

660F

[Bear and Bowling 4 · Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Wael Zaiback's solution](#)

### 2686.

1284E

[New Year and Castle Construction · Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Wael Zaiback's solution](#)

### 2687.

1796E

[Colored Subgraphs · Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Wael Zaiback's solution](#)

### 2688.

1418G

[Three Occurrences · Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Wael Zaiback's solution](#)

### 2689.

1508C

[Complete the MST · Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Wael Zaiback's solution](#)

### 2690.

1521D

[Nastia Plays with a Tree · Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Wael Zaiback's solution](#)

**2691.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Wael Zaiback's solution](#)

**2692.**

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Wael Zaiback's solution](#)

**2693.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Wael Zaiback's solution](#)

**2694.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**2695.**

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-04-20 · last AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Wael Zaiback's solution](#)

**2696.**

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

**2697.**

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Wael Zaiback's solution](#)

**2698.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Wael Zaiback's solution](#)

**2699.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Wael Zaiback's solution](#)

**2700.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Wael Zaiback's solution](#)

### 2701.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Wael Zaiback's solution](#)

### 2702.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Wael Zaiback's solution](#)

### 2703.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

### 2704.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[Wael Zaiback's solution](#)

### 2705.

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Wael Zaiback's solution](#)

### 2706.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Wael Zaiback's solution](#)

### 2707.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Wael Zaiback's solution](#)

### 2708.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Wael Zaiback's solution](#)

### 2709.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Wael Zaiback's solution](#)

### 2710.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, greedy

[Wael Zaiback's solution](#)

**2711.**

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Wael Zaiback's solution](#)**2712.**

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Wael Zaiback's solution](#)**2713.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Wael Zaiback's solution](#)**2714.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, fft, math, number theory

[Wael Zaiback's solution](#)**2715.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: meet-in-the-middle

[Wael Zaiback's solution](#)**2716.**

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Wael Zaiback's solution](#)**2717.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Wael Zaiback's solution](#)**2718.**

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Wael Zaiback's solution](#)**2719.**

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[Wael Zaiback's solution](#)**2720.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Wael Zaiback's solution](#)

**2721.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Wael Zaiback's solution](#)

**2722.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[Wael Zaiback's solution](#)

**2723.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Wael Zaiback's solution](#)

**2724.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Wael Zaiback's solution](#)

**2725.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Wael Zaiback's solution](#)

**2726.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Wael Zaiback's solution](#)

**2727.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, math

[Wael Zaiback's solution](#)

**2728.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search

[Wael Zaiback's solution](#)

**2729.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Wael Zaiback's solution](#)

**2730.**

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

**2731.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[Wael Zaiback's solution](#)**2732.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Wael Zaiback's solution](#)**2733.**

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[Wael Zaiback's solution](#)**2734.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Wael Zaiback's solution](#)**2735.**

1496F

[BFS Trees](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, shortest paths

[Wael Zaiback's solution](#)**2736.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[Wael Zaiback's solution](#)**2737.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Wael Zaiback's solution](#)**2738.**

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings, trees

[Wael Zaiback's solution](#)**2739.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)**2740.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · last AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Wael Zaiback's solution](#)

**2741.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, trees

[Wael Zaiback's solution](#)

**2742.**

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-14 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[Wael Zaiback's solution](#)

**2743.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**2744.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Wael Zaiback's solution](#)

**2745.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Wael Zaiback's solution](#)

**2746.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Wael Zaiback's solution](#)

**2747.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Wael Zaiback's solution](#)

**2748.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Wael Zaiback's solution](#)

**2749.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Wael Zaiback's solution](#)

**2750.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Wael Zaiback's solution](#)

**2751.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Wael Zaiback's solution](#)

**2752.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Wael Zaiback's solution](#)

**2753.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Wael Zaiback's solution](#)

**2754.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Wael Zaiback's solution](#)

**2755.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Wael Zaiback's solution](#)

**2756.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Wael Zaiback's solution](#)

**2757.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**2758.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[Wael Zaiback's solution](#)

**2759.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Wael Zaiback's solution](#)

**2760.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Wael Zaiback's solution](#)

**2761.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Wael Zaiback's solution](#)

**2762.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Wael Zaiback's solution](#)

**2763.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[Wael Zaiback's solution](#)

**2764.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Wael Zaiback's solution](#)

**2765.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**2766.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer

[Wael Zaiback's solution](#)

**2767.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Wael Zaiback's solution](#)

**2768.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[Wael Zaiback's solution](#)

**2769.**

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Wael Zaiback's solution](#)

**2770.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Wael Zaiback's solution](#)

**2771.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Wael Zaiback's solution](#)

**2772.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Wael Zaiback's solution](#)

**2773.**

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation

[Wael Zaiback's solution](#)

**2774.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Wael Zaiback's solution](#)

**2775.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dsu

[Wael Zaiback's solution](#)

**2776.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Wael Zaiback's solution](#)

**2777.**

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[Wael Zaiback's solution](#)

**2778.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

**2779.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Wael Zaiback's solution](#)

**2780.**

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[Wael Zaiback's solution](#)

**2781.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Wael Zaiback's solution](#)

**2782.**

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Wael Zaiback's solution](#)

**2783.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**2784.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

**2785.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[Wael Zaiback's solution](#)

**2786.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Wael Zaiback's solution](#)

**2787.**

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-12-31 · last AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Wael Zaiback's solution](#)

**2788.**

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings, two pointers

[Wael Zaiback's solution](#)

**2789.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, strings

[Wael Zaiback's solution](#)

**2790.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices

[Wael Zaiback's solution](#)

**2791.**

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[Wael Zaiback's solution](#)

**2792.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**2793.**

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[Wael Zaiback's solution](#)

**2794.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Wael Zaiback's solution](#)

**2795.**

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Wael Zaiback's solution](#)

**2796.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wael Zaiback's solution](#)

**2797.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2025-05-14 · last AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[Wael Zaiback's solution](#)

**2798.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings

[Wael Zaiback's solution](#)

**2799.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Wael Zaiback's solution](#)

**2800.**

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

### 2801.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

### 2802.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Wael Zaiback's solution](#)

### 2803.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Wael Zaiback's solution](#)

### 2804.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Wael Zaiback's solution](#)

### 2805.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, matrices

[Wael Zaiback's solution](#)

### 2806.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

### 2807.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Wael Zaiback's solution](#)

### 2808.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Wael Zaiback's solution](#)

### 2809.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Wael Zaiback's solution](#)

### 2810.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data

structures, dsu, implementation

[Wael Zaiback's solution](#)

**2811.**

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Wael Zaiback's solution](#)

**2812.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Wael Zaiback's solution](#)

**2813.**

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Wael Zaiback's solution](#)

**2814.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-11-06 · last AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Wael Zaiback's solution](#)

**2815.**

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Wael Zaiback's solution](#)

**2816.**

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[Wael Zaiback's solution](#)

**2817.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Wael Zaiback's solution](#)

**2818.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Wael Zaiback's solution](#)

**2819.**

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[Wael Zaiback's solution](#)

**2820.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Wael Zaiback's solution](#)

## 2821.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Wael Zaiback's solution](#)

## 2822.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-09-17 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Wael Zaiback's solution](#)

## 2823.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs

[Wael Zaiback's solution](#)

## 2824.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Wael Zaiback's solution](#)

## 2825.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Wael Zaiback's solution](#)

## 2826.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Wael Zaiback's solution](#)

## 2827.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Wael Zaiback's solution](#)

## 2828.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Wael Zaiback's solution](#)

## 2829.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Wael Zaiback's solution](#)

**2830.**

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Wael Zaiback's solution](#)

**2831.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Wael Zaiback's solution](#)

**2832.**

102348I

[Radio Stations](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2833.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Wael Zaiback's solution](#)

**2834.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Wael Zaiback's solution](#)

**2835.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Wael Zaiback's solution](#)

**2836.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**2837.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Wael Zaiback's solution](#)

**2838.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Wael Zaiback's solution](#)

**2839.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Wael Zaiback's solution](#)

**2840.**

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[Wael Zaiback's solution](#)

**2841.**

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-30 · last AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Wael Zaiback's solution](#)

**2842.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Wael Zaiback's solution](#)

**2843.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Wael Zaiback's solution](#)

**2844.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Wael Zaiback's solution](#)

**2845.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[Wael Zaiback's solution](#)

**2846.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Wael Zaiback's solution](#)

**2847.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Wael Zaiback's solution](#)

**2848.**

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[Wael Zaiback's solution](#)

**2849.**

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings, strings

[Wael Zaiback's solution](#)

**2850.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp  
[Wael Zaiback's solution](#)

**2851.**

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[Wael Zaiback's solution](#)

**2852.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths  
[Wael Zaiback's solution](#)

**2853.**

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees  
[Wael Zaiback's solution](#)

**2854.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees  
[Wael Zaiback's solution](#)

**2855.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees  
[Wael Zaiback's solution](#)

**2856.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy  
[Wael Zaiback's solution](#)

**2857.**

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[Wael Zaiback's solution](#)

**2858.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, trees  
[Wael Zaiback's solution](#)

**2859.**

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs  
[Wael Zaiback's solution](#)

**2860.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Wael Zaiback's solution](#)

### 2861.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Wael Zaiback's solution](#)

### 2862.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Wael Zaiback's solution](#)

### 2863.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Wael Zaiback's solution](#)

### 2864.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Wael Zaiback's solution](#)

### 2865.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[Wael Zaiback's solution](#)

### 2866.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Wael Zaiback's solution](#)

### 2867.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[Wael Zaiback's solution](#)

### 2868.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings, trees

[Wael Zaiback's solution](#)

### 2869.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

**2870.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Wael Zaiback's solution](#)

**2871.**

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-10-10 · last AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Wael Zaiback's solution](#)

**2872.**

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[Wael Zaiback's solution](#)

**2873.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Wael Zaiback's solution](#)

**2874.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

**2875.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Wael Zaiback's solution](#)

**2876.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[Wael Zaiback's solution](#)

**2877.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Wael Zaiback's solution](#)

**2878.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Wael Zaiback's solution](#)

**2879.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Wael Zaiback's solution](#)

**2880.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Wael Zaiback's solution](#)

**2881.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Wael Zaiback's solution](#)

**2882.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Wael Zaiback's solution](#)

**2883.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Wael Zaiback's solution](#)

**2884.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[Wael Zaiback's solution](#)

**2885.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Wael Zaiback's solution](#)

**2886.**

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Wael Zaiback's solution](#)

**2887.**

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**2888.**

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**2889.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Wael Zaiback's solution](#)

**2890.**

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-16 · last AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[Wael Zaiback's solution](#)

**2891.**

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Wael Zaiback's solution](#)

**2892.**

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Wael Zaiback's solution](#)

**2893.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

**2894.**

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Wael Zaiback's solution](#)

**2895.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Wael Zaiback's solution](#)

**2896.**

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**2897.**

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Wael Zaiback's solution](#)

**2898.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Wael Zaiback's solution](#)

**2899.**

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Wael Zaiback's solution](#)

## 2900.

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Wael Zaiback's solution](#)

## 2901.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Wael Zaiback's solution](#)

## 2902.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Wael Zaiback's solution](#)

## 2903.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Wael Zaiback's solution](#)

## 2904.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

## 2905.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[Wael Zaiback's solution](#)

## 2906.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

## 2907.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, two pointers

[Wael Zaiback's solution](#)

## 2908.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Wael Zaiback's solution](#)

## 2909.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Wael Zaiback's solution](#)

## 2910.

2030G1

### [The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-22 · last AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Wael Zaiback's solution](#)

## 2911.

2023D

### [Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Wael Zaiback's solution](#)

## 2912.

997D

### [Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[Wael Zaiback's solution](#)

## 2913.

1264D2

### [Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[Wael Zaiback's solution](#)

## 2914.

1361D

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

Quality: 340 global accepts · Rating: 2900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, trees

[Wael Zaiback's solution](#)

## 2915.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[Wael Zaiback's solution](#)

## 2916.

896D

### [Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[Wael Zaiback's solution](#)

## 2917.

878D

### [Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Wael Zaiback's solution](#)

## 2918.

1266F

### [Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Wael Zaiback's solution](#)

## 2919.

1995E2

### [Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, two pointers

[Wael Zaiback's solution](#)

**2920.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy  
[Wael Zaiback's solution](#)

**2921.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[Wael Zaiback's solution](#)

**2922.**

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2023-05-09 · last AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu  
[Wael Zaiback's solution](#)

**2923.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-12-02 · last AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities  
[Wael Zaiback's solution](#)

**2924.**

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive  
[Wael Zaiback's solution](#)

**2925.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-11-05 · last AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[Wael Zaiback's solution](#)

**2926.**

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees  
[Wael Zaiback's solution](#)

**2927.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers  
[Wael Zaiback's solution](#)

**2928.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings  
[Wael Zaiback's solution](#)

**2929.**

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp  
[Wael Zaiback's solution](#)

## 2930.

1320E

### [Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Wael Zaiback's solution](#)

## 2931.

1508D

### [Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, sortings

[Wael Zaiback's solution](#)

## 2932.

788D

### [Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Wael Zaiback's solution](#)

## 2933.

1667E

### [Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Wael Zaiback's solution](#)

## 2934.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Wael Zaiback's solution](#)

## 2935.

2070F

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

Quality: 370 global accepts · Rating: 3000 · first AC: 2025-02-28 · last AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[Wael Zaiback's solution](#)

## 2936.

2043G

### [Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Wael Zaiback's solution](#)

## 2937.

2057G

### [Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Wael Zaiback's solution](#)

## 2938.

1801E

### [Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Wael Zaiback's solution](#)

## 2939.

1844G

### [Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-11-04 · last AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks,

constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Wael Zaiback's solution](#)

**2940.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Wael Zaiback's solution](#)

**2941.**

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3000 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows

[Wael Zaiback's solution](#)

**2942.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-10-10 · last AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Wael Zaiback's solution](#)

**2943.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[Wael Zaiback's solution](#)

**2944.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[Wael Zaiback's solution](#)

**2945.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-09-12 · last AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Wael Zaiback's solution](#)

**2946.**

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**2947.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Wael Zaiback's solution](#)

**2948.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Wael Zaiback's solution](#)

**2949.**

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs,

hashing, trees

[Wael Zaiback's solution](#)

**2950.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Wael Zaiback's solution](#)

**2951.**

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Wael Zaiback's solution](#)

**2952.**

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[Wael Zaiback's solution](#)

**2953.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**2954.**

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, math

[Wael Zaiback's solution](#)

**2955.**

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2025-04-24 · last AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Wael Zaiback's solution](#)

**2956.**

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[Wael Zaiback's solution](#)

**2957.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Wael Zaiback's solution](#)

**2958.**

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Wael Zaiback's solution](#)

**2959.**

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[Wael Zaiback's solution](#)

**2960.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Wael Zaiback's solution](#)

**2961.**

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Wael Zaiback's solution](#)

**2962.**

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Wael Zaiback's solution](#)

**2963.**

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Wael Zaiback's solution](#)

**2964.**

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Wael Zaiback's solution](#)

**2965.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Wael Zaiback's solution](#)

**2966.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2024-11-09 · last AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Wael Zaiback's solution](#)

**2967.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Wael Zaiback's solution](#)

**2968.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-06-10 · last AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing

[Wael Zaiback's solution](#)

**2969.**

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Wael Zaiback's solution](#)

**2970.**

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Wael Zaiback's solution](#)

**2971.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Wael Zaiback's solution](#)

**2972.**

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[Wael Zaiback's solution](#)

**2973.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Wael Zaiback's solution](#)

**2974.**

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Wael Zaiback's solution](#)

**2975.**

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[Wael Zaiback's solution](#)

**2976.**

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,760 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[Wael Zaiback's solution](#)

**2977.**

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Wael Zaiback's solution](#)

**2978.**

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2979.**

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2980.**

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2981.**

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2982.**

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2983.**

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2984.**

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2985.**

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2986.**

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2987.**

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2988.**

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

[Wael Zaiback's solution](#)

**2989.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Wael Zaiback's solution](#)

**2990.**

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

[Wael Zaiback's solution](#)

**2991.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Wael Zaiback's solution](#)

**2992.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,287 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Wael Zaiback's solution](#)

**2993.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,012 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Wael Zaiback's solution](#)

**2994.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2995.**

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2996.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2997.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2998.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**2999.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3000.**

2225D

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

Quality: 6,629 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[Wael Zaiback's solution](#)

**3001.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Wael Zaiback's solution](#)

**3002.**

2225B

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

Quality: 14,180 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Wael Zaiback's solution](#)

**3003.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Wael Zaiback's solution](#)

**3004.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Wael Zaiback's solution](#)

**3005.**

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

[Wael Zaiback's solution](#)

**3006.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 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

[Wael Zaiback's solution](#)

**3007.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,214 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Wael Zaiback's solution](#)

**3008.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,008 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Wael Zaiback's solution](#)

**3009.**

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3010.**

106416H

[Holes and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3011.**

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3012.

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3013.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3014.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3015.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3016.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3017.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3018.

103446J

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

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3019.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3020.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3021.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3022.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3023.**

103446B

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

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3024.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3025.**

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3026.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3027.**

106124F

[Follower Forensics](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · last AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3028.**

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3029.**

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · last AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3030.**

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3031.**

106124C

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

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3032.**

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3033.**

106124I

[Instagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3034.**

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3035.**

106124A

[Arithmetic Adaptation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3036.**

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · last AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3037.**

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3038.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3039.**

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3040.**

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3041.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3042.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3043.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3044.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3045.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3046.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3047.**

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3048.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3049.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3050.**

106157A

[Arboreal Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3051.**

106157D

[Depot](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3052.**

106157K

[Klaus](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3053.**

106157H

[Hybrid Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3054.**

106157E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3055.**

106157C

[Colourful Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3056.**

106157L

[Last Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3057.**

106157B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3058.**

106157G

[Get Good](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3059.**

106157F

[Fell Walking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3060.**

106157J

[Joust Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3061.**

106157M

[Motorway Stops](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3062.**

106157I

[Itsy Bits](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3063.**

106161D

[Deductive Snooker Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3064.**

106161M

[Meeting for Meals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3065.**

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3066.**

106161K

[K-Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3067.**

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3068.**

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3069.**

106161B

[Blood Memories](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3070.**

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3071.**

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3072.**

105869L

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3073.**

105869J

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

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3074.**

105869H

[Decent Path Around Bajtów](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3075.**

105869D

[Money in the Hat](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3076.**

105869G

[Road Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3077.**

105869I

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

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3078.**

105869C

[Diamonds and the Genie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3079.**

105869E

[Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3080.**

105632G

[Same Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3081.**

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3082.**

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3083.**

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3084.**

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3085.**

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3086.**

105471B

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

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3087.**

105471D

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3088.**

105471L

[Prism Palace](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3089.**

105471E

[Dominating Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3090.**

105471F

[An Easy Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3091.**

105471H

[Elimination Series Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3092.**

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3093.**

105471G

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3094.**

105945C

[Cutting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3095.**

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3096.**

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3097.**

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3098.**

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3099.**

105945J

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

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3100.**

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3101.**

105945H

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

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3102.**

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3103.**

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3104.**

105540H

[Strength](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3105.**

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3106.**

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3107.**

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3108.**

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3109.**

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3110.**

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3111.**

105222K

[Element Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3112.**

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3113.**

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3114.**

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3115.**

105222J

[Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3116.**

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3117.**

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3118.**

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3119.**

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3120.**

104842E

[Easy Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3121.**

104842H

[Hungry Cannibals](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3122.**

104842K

[King and Zeroing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · last AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3123.**

104842F

[Fun at Luggage Claim](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3124.**

104842B

[Basketball Plus-Minus](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3125.**

104842C

[C and Pascal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3126.**

104842D

[Deep Primes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3127.**

104842G

[Game With Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3128.**

104842A

[Adventure in Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3129.**

102190G

[Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3130.**

102190K

[Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3131.**

102190I

[Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3132.**

102190C

[Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3133.**

102190B

[· Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)**3134.**

102190L

[· Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)**3135.**

102190F

[· Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)**3136.**

102190H

[· Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)**3137.**

102190A

[· Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)**3138.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · last AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)**3139.**

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)**3140.**

105627E

[Largest Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)**3141.**

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)**3142.**

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)**3143.**

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3144.**

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3145.**

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3146.**

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3147.**

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3148.**

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3149.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3150.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3151.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3152.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3153.**

105973D

[Symmetric Swap](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3154.**

105973K

[Math Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3155.**

105973I

[Statue on a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3156.**

105973H

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

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3157.**

105973E

[The Perfect Spider Web](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3158.**

105973B

[Red Dead Redemption 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3159.**

105973A

[Edgy Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3160.**

105973G

[MEX-imum Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3161.**

105973J

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

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3162.**

105973C

[Binomial XOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3163.**

105973F

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

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3164.**

105949E

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

Rating: — · first AC: 2025-08-07 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3165.**

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3166.**

105949K

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

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3167.**

105949L

[abc](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3168.**

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3169.**

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3170.**

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3171.**

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3172.**

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3173.**

105484F

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · last AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3174.**

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3175.**

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3176.**

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3177.**

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3178.**

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3179.**

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3180.**

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3181.**

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · last AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3182.**

105657M

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

Rating: — · first AC: 2025-06-16 · last AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3183.**

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · last AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3184.**

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · last AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3185.**

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · last AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3186.**

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3187.**

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3188.**

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3189.**

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3190.**

105588M

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

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3191.**

105657D

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

Rating: — · first AC: 2025-06-19 · last AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3192.**

105461G

[Contrived Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3193.**

105461H

[Zürich Trams](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3194.**

105461K

[Cheater Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3195.**

105461L

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

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3196.**

105461F

[Autobahn Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3197.**

105461D

[LSB](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3198.**

105461J

[Gibberish](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3199.**

105461B

[Digital Products](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3200.**

105461E

[Lighting the Street](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3201.**

105461C

[Concert Lineup](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3202.**

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3203.**

105657G

[Gathering Mushrooms](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3204.**

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3205.**

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3206.**

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · last AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3207.**

105901E

[Colorful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3208.**

105901F

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3209.**

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3210.

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3211.

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3212.

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3213.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · last AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3214.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3215.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3216.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3217.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3218.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3219.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

### 3220.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3221.**

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3222.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3223.**

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3224.**

104385G

[Copy and Paste](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3225.**

104385F

[Cities](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3226.**

104385D

[Stack Out](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3227.**

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3228.**

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3229.**

104385B

[Wonderful Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · last AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3230.**

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3231.**

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3232.**

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3233.**

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3234.**

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3235.**

104417F

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

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3236.**

104417K

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

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3237.**

104417C

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3238.**

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3239.**

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3240.**

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3241.**

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3242.**

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3243.**

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3244.**

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3245.**

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3246.**

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3247.**

105699C

[Cardinality](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3248.**

105699H

[Have You Seen This Subarray?](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3249.**

105699G

[Geo Sharding](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3250.**

105699E

[Equal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3251.**

105699I

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

Rating: — · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3252.**

105699M

[Meta](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3253.**

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3254.**

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3255.**

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3256.**

105486K

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Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3257.**

105486J

[Grand Prix of Balance](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3258.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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**3259.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3260.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3261.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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**3262.**

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3263.**

105617J

[Nightmare Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3264.**

105617H

[Exploration Robots](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**3265.**

105617C

[Intermediate Verticality](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**3266.**

105617B

[Two-Story Advent Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**3267.**

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**3268.**

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3269.**

105617I

[Prank](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3270.**

105617G

[M-11 Highway](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3271.**

105617L

[Two Scooters](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3272.**

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3273.**

105505I

[Inversion Insight](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3274.**

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3275.**

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3276.**

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3277.**

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3278.**

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3279.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3280.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3281.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3282.**

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3283.**

105350G

[Not An SQRT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3284.**

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3285.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · last AC: 2024-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3286.**

103185F

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

Rating: — · first AC: 2024-07-25 · last AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3287.**

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3288.**

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3289.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3290.**

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3291.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3292.**

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3293.**

103185B

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

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3294.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · last AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3295.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · last AC: 2024-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3296.**

105242H

[Banis Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3297.**

105242I

[Minimum XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3298.**

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3299.**

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3300.**

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3301.**

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3302.**

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3303.**

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3304.**

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3305.**

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3306.**

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3307.**

102348J

[Monocarp and T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3308.**

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3309.**

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3310.**

102348E

[Painting The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3311.**

102348B

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

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3312.**

102348F

[The Number of Products](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3313.**

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3314.**

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3315.**

104974L

[Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3316.**

104974H

[Chocolate Messages](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3317.**

104974K

[Chocolate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3318.**

104974I

[Collin-Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3319.**

104974O

[Gift Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3320.**

104974J

[Bouquet of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3321.**

104974G

[Truecaller](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3322.**

104974D

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3323.**

104974B

[Arcade Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3324.**

104974E

[Intern Florist](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3325.**

104974A

[Happy Valentine's Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3326.**

104544I

[At War With The Army](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3327.**

104544M

[Be Aware of Your Profile Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3328.**

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3329.**

104544C

[K-th LNCA](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3330.**

104544G

[Now I Know You Are Blind Man, But You Gotta See This](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3331.**

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3332.**

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3333.**

104544L

[The Washing Machine Monster](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3334.**

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3335.**

100971H

[Pavel's Party](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3336.**

100971M

[Decomposition into Good Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3337.**

100971J

[Robots at Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3338.**

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3339.**

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3340.**

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3341.**

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3342.**

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3343.**

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3344.**

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3345.**

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3346.**

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3347.**

100694I

[Goat in the Field](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3348.**

100694J

[Ticket Booking](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3349.**

100694B

[Far Manager](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3350.**

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3351.**

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3352.**

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3353.**

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3354.**

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3355.**

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3356.**

102966N

[Newest Jaime's Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3357.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3358.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3359.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3360.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3361.**

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3362.**

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3363.**

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3364.**

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3365.**

104103B

[Matryoshka Inc](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Wael Zaiback's solution](#)

**3366.**

101102D

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**3371.**

103708H

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**3372.**

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**3373.**

1663A

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100989M

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