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

113.
1758A
SSeeeeiinngg 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
Wizard_of_Orz's solution

114.
1761A
Two Permutations · Tutorial
Quality: 36,640 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
Wizard_of_Orz's solution

115.
1750B
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Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
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116.
1750A
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117.
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
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118.
1754B
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119.
1754A
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Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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120.
1740A
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121.
1740B
Jumbo Extra Cheese 2 · Tutorial
Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings
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122.
1749A
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Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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123.
1743B
Permutation Value · Tutorial
Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Wizard_of_Orz's solution

124.
1743A
Password · Tutorial
Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math
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125.
1744B
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Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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126.
1744A
Number Replacement · Tutorial
Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
Wizard_of_Orz's solution

127.
1736A
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Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
Wizard_of_Orz's solution

128.
1739A
Immobile Knight · Tutorial
Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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1735A
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Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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130.
1738A
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Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
Wizard_of_Orz's solution

131.
1733A
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Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Wizard_of_Orz's solution

132.
1728B
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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Wizard_of_Orz's solution

133.
1728A
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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
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134.
1717A
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135.
1721A
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136.
1715A
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Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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137.
1720B
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Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings
Wizard_of_Orz's solution

138.
1719B
Mathematical Circus · Tutorial
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1719A
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140.
1712B
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Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
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141.
1712A
Wonderful Permutation · Tutorial
Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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142.
1713A
Traveling Salesman Problem · Tutorial
Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation
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1716B
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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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144.
1716A
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Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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145.
1714C
Minimum Varied Number · Tutorial
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1714B
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1704A
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Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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148.
1711A
Perfect Permutation · Tutorial
Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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149.
1709A
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150.
1692C
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1706A
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152.
1708A
Difference Operations · Tutorial
Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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153.
1705A
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1702B
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1702A
Round Down the Price · Tutorial
Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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156.
1701B
Permutation · Tutorial
Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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157.
1701A
Grass Field · Tutorial
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158.
1699A
The Third Three Number Problem · Tutorial
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159.
1698B
Rising Sand · Tutorial
Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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1698A
XOR Mixup · Tutorial
Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

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161.
1696A
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Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
Wizard_of_Orz's solution

162.
1692B
All Distinct · Tutorial
Quality: 39,440 global accepts · Rating: 800 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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163.
1700A
Optimal Path · Tutorial
Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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1695A
Subrectangle Guess · Tutorial
Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games
Wizard_of_Orz's solution

165.
1694A
Creep · Tutorial
Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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166.
1692A
Marathon · Tutorial
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167.
1697A
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168.
1689A
Lex String · Tutorial
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1674B
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Wizard_of_Orz's solution

170.
1690C
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171.
1690B
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172.
1690A
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173.
1688A
Cirno's Perfect Bitmasks Classroom · Tutorial
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174.
1688B
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175.
1691A
Beat The Odds · Tutorial
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176.
1686B
Odd Subarrays · Tutorial
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177.
1686A
Everything Everywhere All But One · Tutorial
Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Wizard_of_Orz's solution

178.
1681B
Card Trick · Tutorial
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179.
1681A
Game with Cards · Tutorial
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Wizard_of_Orz's solution

180.
1682A
Palindromic Indices · Tutorial
Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
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1684B
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1684A
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1680B
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1680A
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1676C
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186.
1676B
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1676A
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188.
1678B1
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1678A
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190.
1669C
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191.
1670A
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1674A
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1673A
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194.
1669B
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1671A
String Building · Tutorial
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1668A
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Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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197.
1661A
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1351A
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Wizard_of_Orz's solution

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1658B
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1658A
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201.
1656A
Good Pairs · Tutorial
Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
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202.
1657B
XY Sequence · Tutorial
Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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1657A
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204.
1647A
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1651B
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206.
1651A
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Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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1635B
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1635A
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209.
1638A
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Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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1634A
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1626A
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Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
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212.
1624A
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Quality: 60,285 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: math
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1621A
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Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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1616A
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215.
1619B
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217.
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Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · last AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math
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218.
1611B
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1611A
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1604A
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221.
1593A
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Wizard_of_Orz's solution

222.
1598A
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223.
1592A
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Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
Wizard_of_Orz's solution

224.
1581A
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Quality: 14,277 global accepts · Rating: 800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
Wizard_of_Orz's solution

225.
1579A
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Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
Wizard_of_Orz's solution

226.
1574A
Regular Bracket Sequences · Tutorial
Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Wizard_of_Orz's solution

227.
1573A
Countdown · Tutorial
Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Wizard_of_Orz's solution

228.
1566B
MIN-MEX Cut · Tutorial
Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
Wizard_of_Orz's solution

229.
1566A
Median Maximization · Tutorial
Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
Wizard_of_Orz's solution

230.
1569A
Balanced Substring · Tutorial
Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Wizard_of_Orz's solution

231.
1554A
Cherry · Tutorial
Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Wizard_of_Orz's solution

232.
1567A
Domino Disaster · Tutorial
Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Wizard_of_Orz's solution

233.
1556A
A Variety of Operations · Tutorial
Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math
Wizard_of_Orz's solution

234.
1562A
The Miracle and the Sleeper · Tutorial
Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Wizard_of_Orz's solution

235.
1561A
Simply Strange Sort · Tutorial
Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
Wizard_of_Orz's solution

236.
1560C
Infinity Table · Tutorial

Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Wizard_of_Orz's solution

237.
1560B
Who's Opposite? · Tutorial
Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math
Wizard_of_Orz's solution

238.
1560A
Dislike of Threes · Tutorial
Quality: 73,518 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Wizard_of_Orz's solution

239.
1557A
Ezzat and Two Subsequences · Tutorial
Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
Wizard_of_Orz's solution

240.
1546A
AquaMoon and Two Arrays · Tutorial
Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Wizard_of_Orz's solution

241.
1542A
Odd Set · Tutorial
Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math
Wizard_of_Orz's solution

242.
1541A
Pretty Permutations · Tutorial
Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Wizard_of_Orz's solution

243.
1539B
Love Song · Tutorial
Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
Wizard_of_Orz's solution

244.
1534A
Colour the Flag · Tutorial
Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Wizard_of_Orz's solution

245.
1535A
Fair Playoff · Tutorial
Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Wizard_of_Orz's solution

246.
1538B
Friends and Candies · Tutorial
Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Wizard_of_Orz's solution

247.
1538A
Stone Game · Tutorial

Quality: 40,403 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
Wizard_of_Orz's solution

248.
1536A
Omkar and Bad Story · Tutorial
Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · last AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
Wizard_of_Orz's solution

249.
1512B
Almost Rectangle · Tutorial
Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-04-10 · last AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Wizard_of_Orz's solution

250.
1512A
Spy Detected! · Tutorial
Quality: 80,125 global accepts · Rating: 800 · first AC: 2021-04-10 · last AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Wizard_of_Orz's solution

251.
1506A
Strange Table · Tutorial
Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math
Wizard_of_Orz's solution

252.
1490A
Dense Array · Tutorial
Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-20 · last AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
Wizard_of_Orz's solution

253.
1497A
Meximization · Tutorial
Quality: 26,099 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
Wizard_of_Orz's solution

254.
1472B
Fair Division · Tutorial
Quality: 59,852 global accepts · Rating: 800 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
Wizard_of_Orz's solution

255.
1472A
Cards for Friends · Tutorial
Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Wizard_of_Orz's solution

256.
2005A
Simple Palindrome · Tutorial
Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
Wizard_of_Orz's solution

257.
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
Wizard_of_Orz's solution

258.
1954A
Painting the Ribbon · Tutorial
Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
Wizard_of_Orz's solution

259.
1951A
Dual Trigger · Tutorial
Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Wizard_of_Orz's solution

260.
1918B
Minimize Inversions · Tutorial
Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
Wizard_of_Orz's solution

261.
1904A
Forked! · Tutorial
Quality: 40,401 global accepts · Rating: 900 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: brute force, implementation
Wizard_of_Orz's solution

262.
1900B
Laura and Operations · Tutorial
Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
Wizard_of_Orz's solution

263.
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
Wizard_of_Orz's solution

264.
1888A
Chemistry · Tutorial
Rating: 900 · first AC: 2023-10-23 · PyPy 3 (first AC) · Tags: strings
Wizard_of_Orz's solution

265.
1875A
Jellyfish and Undertale · Tutorial
Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-10-01 · PyPy 3 (first AC) · Tags: brute force, greedy
Wizard_of_Orz's solution

266.
1879B
Chips on the Board · Tutorial
Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-25 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy
Wizard_of_Orz's solution

267.
1869A
Make It Zero · Tutorial
Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-11 · PyPy 3 (first AC) · Tags: constructive algorithms
Wizard_of_Orz's solution

268.
1872B
The Corridor or There and Back Again · Tutorial
Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-08 · PyPy 3 (first AC) · Tags: greedy, implementation
Wizard_of_Orz's solution

269.
1860A
Not a Substring · Tutorial
Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
Wizard_of_Orz's solution

270.
1823B
Sort with Step · Tutorial
Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
Wizard_of_Orz's solution

271.
1856B
Good Arrays · Tutorial
Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Wizard_of_Orz's solution

272.
1855B
Longest Divisors Interval · Tutorial
Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
Wizard_of_Orz's solution

273.
1848A
Vika and Her Friends · Tutorial
Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math
Wizard_of_Orz's solution

274.
1806B
Mex Master · Tutorial
Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Wizard_of_Orz's solution

275.
1794B
Not Dividing · Tutorial
Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Wizard_of_Orz's solution

276.
1795B
Ideal Point · Tutorial
Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
Wizard_of_Orz's solution

277.
1777B
Emordnilap · Tutorial
Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
Wizard_of_Orz's solution

278.
1775A2
Gardener and the Capybaras (hard version) · Tutorial
Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · Clang++17 Diagnostics (first AC) · Tags: constructive algorithms, greedy
Wizard_of_Orz's solution

279.
1768B
Quick Sort · Tutorial
Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-06 · Clang++17 Diagnostics (first AC) · Tags: greedy, math
Wizard_of_Orz's solution

280.
1779B
MKnez's ConstructiveForces Task · Tutorial
Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, math
Wizard_of_Orz's solution

281.
1771A
Hossam and Combinatorics · Tutorial
Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
Wizard_of_Orz's solution

282.
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
Wizard_of_Orz's solution

283.
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
Wizard_of_Orz's solution

284.
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
Wizard_of_Orz's solution

285.
1732B
Ugu · Tutorial
Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
Wizard_of_Orz's solution

286.
1749B
Death's Blessing · Tutorial
Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Wizard_of_Orz's solution

287.
1735B
Tea with Tangerines · Tutorial
Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Wizard_of_Orz's solution

288.
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
Wizard_of_Orz's solution

289.
1726A
Mainak and Array · Tutorial
Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Wizard_of_Orz's solution

290.
1720A
Burenka Plays with Fractions · Tutorial
Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Wizard_of_Orz's solution

291.
1714A
Everyone Loves to Sleep · Tutorial
Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Wizard_of_Orz's solution

292.
1709B
Also Try Minecraft · Tutorial
Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation
Wizard_of_Orz's solution

293.
1705B
Mark the Dust Sweeper · Tutorial
Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
Wizard_of_Orz's solution

294.
1699B
Almost Ternary Matrix · Tutorial
Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
Wizard_of_Orz's solution

295.
1696B
NIT Destroys the Universe · Tutorial
Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Wizard_of_Orz's solution

296.
1697B
Promo · Tutorial
Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Wizard_of_Orz's solution

297.
1689B
Mystic Permutation · Tutorial
Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
Wizard_of_Orz's solution

298.
1679A
AvtoBus · Tutorial
Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
Wizard_of_Orz's solution

299.
1668B
Social Distance · Tutorial
Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
Wizard_of_Orz's solution

300.
1624B
Make AP · Tutorial
Quality: 52,962 global accepts · Rating: 900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Wizard_of_Orz's solution

301.
1609A
Divide and Multiply · Tutorial

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
Wizard_of_Orz's solution

302.
1593B
Make it Divisible by 25 · Tutorial
Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-14 · Java 11 (first AC) · Tags: dfs and similar, dp, greedy, math
Wizard_of_Orz's solution

303.
948A
Protect Sheep · Tutorial
Quality: 15,320 global accepts · Rating: 900 · first AC: 2021-10-12 · last AC: 2021-10-12 · Java 11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
Wizard_of_Orz's solution

304.
1427A
Avoiding Zero · Tutorial
Quality: 18,033 global accepts · Rating: 900 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
Wizard_of_Orz's solution

305.
1559B
Mocha and Red and Blue · Tutorial
Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Wizard_of_Orz's solution

306.
1559A
Mocha and Math · Tutorial
Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
Wizard_of_Orz's solution

307.
1555A
PizzaForces · Tutorial
Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Wizard_of_Orz's solution

308.
1535B
Array Reodering · Tutorial
Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-13 · last AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
Wizard_of_Orz's solution

309.
1475B
New Year's Number · Tutorial
Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math
Wizard_of_Orz's solution

310.
1475A
Odd Divisor · Tutorial
Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
Wizard_of_Orz's solution

311.
2176B
Optimal Shifts · Tutorial
Quality: 22,910 global accepts · Rating: 1000 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, strings
Wizard_of_Orz's solution

312.
2143B
Discounts · Tutorial
Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers
Wizard_of_Orz's solution

313.
2144B
Maximum Cost Permutation · Tutorial
Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
Wizard_of_Orz's solution

314.
2057B
Gorilla and the Exam · Tutorial
Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Wizard_of_Orz's solution

315.
2005B1
The Strict Teacher (Easy Version) · Tutorial
Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
Wizard_of_Orz's solution

316.
1987B
K-Sort · Tutorial
Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: greedy
Wizard_of_Orz's solution

317.
1969B
Shifts and Sorting · Tutorial
Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
Wizard_of_Orz's solution

318.
1894B
Two Out of Three · Tutorial
Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
Wizard_of_Orz's solution

319.
1888B
Raspberries · Tutorial
Rating: 1000 · first AC: 2023-10-23 · PyPy 3 (first AC) · Tags: math, number theory
Wizard_of_Orz's solution

320.
1877B
Helmets in Night Light · Tutorial
Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
Wizard_of_Orz's solution

321.
1861B
Two Binary Strings · Tutorial
Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Wizard_of_Orz's solution

322.
1858C
Yet Another Permutation Problem · Tutorial
Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Wizard_of_Orz's solution

323.
1859B
Olya and Game with Arrays · Tutorial
Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Wizard_of_Orz's solution

324.
1849B
Monsters · Tutorial
Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-29 · PyPy 3 (first AC) · Tags: greedy, math, sortings
Wizard_of_Orz's solution

325.
1851C
Tiles Comeback · Tutorial
Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · PyPy 3 (first AC) · Tags: greedy
Wizard_of_Orz's solution

326.
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
Wizard_of_Orz's solution

327.
1785A
Monsters (easy version) · Tutorial
Rating: 1000 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Wizard_of_Orz's solution

328.
1834B
Maximum Strength · Tutorial
Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Wizard_of_Orz's solution

329.
1841B
Keep it Beautiful · Tutorial
Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Wizard_of_Orz's solution

330.
1798B
Three Sevens · Tutorial
Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
Wizard_of_Orz's solution

331.
1802B
Settlement of Guinea Pigs · Tutorial
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332.
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333.
1786C
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334.
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1770A
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336.
1770B
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337.
1766B
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1760D
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1732A
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341.
1744C
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1721B
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1702D
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1695B
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1674C
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1690D
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1691B
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1671B
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1659A
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353.
1634C
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1611C
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1593C
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356.
1342A
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358.
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1566C
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1977B
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1942B
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1780B
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1760E
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implementation
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1626B
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1616B
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1609B
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1593D1
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1594B
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2003C
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1990B
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1650D
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545.
1594E1
Rubik's Cube Coloring (easy version) · Tutorial
Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Wizard_of_Orz's solution

546.
1574C
Slay the Dragon · Tutorial
Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
Wizard_of_Orz's solution

547.
1556B
Take Your Places! · Tutorial
Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Wizard_of_Orz's solution

548.
1561C
Deep Down Below · Tutorial
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Wizard_of_Orz's solution

549.
1561B
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Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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550.
1560D
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Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
Wizard_of_Orz's solution

551.
1555B
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Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

Wizard_of_Orz's solution

552.
1555C
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553.
1534C
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Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
Wizard_of_Orz's solution

554.
1538C
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Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
Wizard_of_Orz's solution

555.
2133C
The Nether · Tutorial
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556.
2020C
Bitwise Balancing · Tutorial
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Wizard_of_Orz's solution

557.
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
Wizard_of_Orz's solution

558.
1967B1
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Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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1967A
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Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-05-03 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, sortings
Wizard_of_Orz's solution

560.
1965A
Everything Nim · Tutorial
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Wizard_of_Orz's solution

561.
1923C
Find B · Tutorial
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Wizard_of_Orz's solution

562.
1918C
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563.
1919C
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Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
Wizard_of_Orz's solution

564.
1909C
Heavy Intervals · Tutorial
Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
Wizard_of_Orz's solution

565.
1905C
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566.
1904C
Array Game · Tutorial
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567.
1903C
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Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Wizard_of_Orz's solution

568.
1896C
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569.
1901C
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570.
1893A
Anonymous Informant · Tutorial
Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
Wizard_of_Orz's solution

571.
1895C
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Wizard_of_Orz's solution

572.
1888D1
Dances (Easy version) · Tutorial
Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
Wizard_of_Orz's solution

573.
1888C
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Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
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574.
1875C
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Wizard_of_Orz's solution

575.
1863D
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Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Wizard_of_Orz's solution

576.
1860C
Game on Permutation · Tutorial
Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy
Wizard_of_Orz's solution

577.
1855C1
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Rating: 1400 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Wizard_of_Orz's solution

578.
1844D
Row Major · Tutorial
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Wizard_of_Orz's solution

579.
1830A
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Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
Wizard_of_Orz's solution

580.
1762C
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Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Wizard_of_Orz's solution

581.
1771B
Hossam and Friends · Tutorial
Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
Wizard_of_Orz's solution

582.
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
Wizard_of_Orz's solution

583.
1758C
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Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
Wizard_of_Orz's solution

584.
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
Wizard_of_Orz's solution

585.
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
Wizard_of_Orz's solution

586.
1740C
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Wizard_of_Orz's solution

587.
1749C
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Wizard_of_Orz's solution

588.
1735C
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Wizard_of_Orz's solution

589.
1733D1
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Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Wizard_of_Orz's solution

590.
1728C
Digital Logarithm · Tutorial
Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
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591.
1721C
Min-Max Array Transformation · Tutorial
Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
Wizard_of_Orz's solution

592.
1719C
Fighting Tournament · Tutorial

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
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593.

1714E

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594.

1706C

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595.

1705C

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596.

1701C

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Wizard_of_Orz's solution

597.

1696C

Fishingprince Plays With Array · Tutorial

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598.

1692G

2^Sort · Tutorial

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599.

1697C

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600.

1691C

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601.

1682C

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602.

1684C

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603.
1679C
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Wizard_of_Orz's solution

604.
1676H1
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Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force
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605.
1670C
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Wizard_of_Orz's solution

606.
1654C
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Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
Wizard_of_Orz's solution

607.
1644C
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Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
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608.
1634B
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609.
1624D
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Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings
Wizard_of_Orz's solution

610.
1609C
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Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
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1579D
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612.
1573B
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Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
Wizard_of_Orz's solution

613.
1559D1
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Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · last AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
Wizard_of_Orz's solution

614.
1549C
Web of Lies · Tutorial
Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
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615.
1540A
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Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
Wizard_of_Orz's solution

616.
1541C
Great Graphs · Tutorial
Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
Wizard_of_Orz's solution

617.
1535C
Unstable String · Tutorial
Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
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618.
1506D
Epic Transformation · Tutorial
Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
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619.
1490E
Accidental Victory · Tutorial
Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-03-14 · last AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
Wizard_of_Orz's solution

620.
1475C
Ball in Berland · Tutorial
Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math
Wizard_of_Orz's solution

621.
2155C
The Ancient Wizards' Capes · Tutorial
Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
Wizard_of_Orz's solution

622.
2146D1
Max Sum OR (Easy Version) · Tutorial
Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

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623.
2140C
Ultimate Value · Tutorial
Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy
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624.
2057C
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625.
2053C
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626.
1490F
Equalize the Array · Tutorial
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627.
2027C
Add Zeros · Tutorial
Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
Wizard_of_Orz's solution

628.
204B
Little Elephant and Cards · Tutorial
Quality: 5,912 global accepts · Rating: 1500 · first AC: 2024-10-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures
Wizard_of_Orz's solution

629.
2003D1
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Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Wizard_of_Orz's solution

630.
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
Wizard_of_Orz's solution

631.
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
Wizard_of_Orz's solution

632.
1898B
Milena and Admirer · Tutorial
Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Wizard_of_Orz's solution

633.
1891C
Smilo and Monsters · Tutorial
Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
Wizard_of_Orz's solution

634.
1877D
Effects of Anti Pimples · Tutorial
Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings
Wizard_of_Orz's solution

635.
1882C
Card Game · Tutorial
Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Wizard_of_Orz's solution

636.
1872E
Data Structures Fan · Tutorial
Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp
Wizard_of_Orz's solution

637.
1858B
The Walkway · Tutorial
Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
Wizard_of_Orz's solution

638.
1857E
Power of Points · Tutorial
Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
Wizard_of_Orz's solution

639.
1851E
Nastya and Potions · Tutorial
Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings
Wizard_of_Orz's solution

640.
1842C
Tenzing and Balls · Tutorial
Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp
Wizard_of_Orz's solution

641.
1789C
Serval and Toxel's Arrays · Tutorial
Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
Wizard_of_Orz's solution

642.
1795C
Tea Tasting · Tutorial
Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
Wizard_of_Orz's solution

643.
1792C
Min Max Sort · Tutorial
Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
Wizard_of_Orz's solution

644.
1759E
The Humanoid · Tutorial
Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings
Wizard_of_Orz's solution

645.
1774B
Coloring · Tutorial
Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Wizard_of_Orz's solution

646.
1767D
Playoff · Tutorial
Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
Wizard_of_Orz's solution

647.
1754C2
Make Nonzero Sum (hard version) · Tutorial
Rating: 1500 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
Wizard_of_Orz's solution

648.
1740D
Knowledge Cards · Tutorial
Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
Wizard_of_Orz's solution

649.
1744E1
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1708C
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1632C
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1971G
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1969C
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736.
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737.
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1903D1
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1901D
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1898C
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1777C
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1770C
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1731D
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1731C
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1735D
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1714G
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766.
1709D
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1706D1
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1702F
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769.
1699C
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1700C
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1695C
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772.
1694D
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773.
1692H
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1687B
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775.
1688E
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1690F
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1678D
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780.
1670D
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781.
1661C
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782.
1660F1
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783.
1626C
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784.
1621C
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785.
1611E1
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Wizard_of_Orz's solution

786.
1598D
Training Session · Tutorial
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787.
1594D
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Wizard_of_Orz's solution

788.
1592C
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Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
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789.
1579F
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Wizard_of_Orz's solution

790.
1579E2
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791.
1562D1
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1561D1
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793.
1557C
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1538D
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795.
1512G
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2143D1
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2139E1
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2144D
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2020D
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1968F
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1965B
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1930D1
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1954D
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1552D
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812.
1016D
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1935D
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1923D
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1870D
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300C
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1867D
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1861D
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1862F
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1859D
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1856E1
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1853D
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1853C
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828.
1848C
Vika and Price Tags · Tutorial
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1845D
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830.
1833G
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831.
1824B1
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832.
1809D
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1802D
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834.
1326D2
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835.
1793D
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836.
1782D
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1768D
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1758D
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839.
1732C1
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840.
1740E
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1728D
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1721D
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1720D1
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844.
1719D1
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845.
1713D
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846.
1709C
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847.
1705D
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Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
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848.
1674F
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Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
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849.
1675F
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850.
1691D
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851.
1678B2
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1612E
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1951E
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1951D
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1900D
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1893C
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1891F
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1872G
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1851G
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979.
1841D
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1827B1
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1788D
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1763C
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1754E
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1744F
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1726D
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1712D
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1514D
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1682D
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1680E
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1294F
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Wizard_of_Orz's solution

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1657D
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1634D
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1632D
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1624F
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1624E
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1004.
1619G
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1574D
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1006.
1566E
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Wizard_of_Orz's solution

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1567D
Expression Evaluation Error · Tutorial
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1551E
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1536D
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1010.
2152E
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2127E
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2040E
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2003D2
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2004E
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1015.
1971H
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1016.
354C
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1666J
Job Lookup · Tutorial
Quality: 1,582 global accepts · Rating: 2100 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
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520D
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Quality: 1,668 global accepts · Rating: 2100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
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1924B
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1599H
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Quality: 1,276 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

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319C
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1022.
132D
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920E
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1166E
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1025.
1930D2
Sum over all Substrings (Hard Version) · Tutorial
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1810E
Monsters · Tutorial
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1027.
1029E
Tree with Small Distances · Tutorial
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1028.
1213F
Unstable String Sort · Tutorial
Quality: 3,020 global accepts · Rating: 2100 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings
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1029.
631D
Messenger · Tutorial
Quality: 2,390 global accepts · Rating: 2100 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings
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1030.
38F
Smart Boy · Tutorial
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1031.
936B
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Quality: 3,411 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs
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1032.
571A
Lengthening Sticks · Tutorial
Quality: 2,681 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
Wizard_of_Orz's solution

1033.
65C
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1034.
340B
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Quality: 2,314 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
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1035.
1204D2
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Quality: 3,395 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings
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1036.
1729G
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Quality: 2,509 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers
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1037.
145C
Lucky Subsequence · Tutorial
Quality: 2,174 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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1038.
1511E
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Quality: 2,898 global accepts · Rating: 2100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
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1265E
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1525E
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1041.
576B
Invariance of Tree · Tutorial

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
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1042.
215E
Periodical Numbers · Tutorial
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1942D
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1044.
1185G1
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Quality: 3,200 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
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1045.
286C
Main Sequence · Tutorial
Quality: 1,602 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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1046.
1367F1
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1047.
576C
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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings
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1048.
1360H
Binary Median · Tutorial
Quality: 4,861 global accepts · Rating: 2100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
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1049.
1023E
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Quality: 2,223 global accepts · Rating: 2100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices
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1050.
1003E
Tree Constructing · Tutorial
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2147E
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1965C
Folding Strip · Tutorial
Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings
Wizard_of_Orz's solution

1149.
1101G
(Zero XOR Subset)-less · Tutorial
Quality: 2,210 global accepts · Rating: 2300 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
Wizard_of_Orz's solution

1150.
385E
Bear in the Field · Tutorial
Quality: 666 global accepts · Rating: 2300 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
Wizard_of_Orz's solution

1151.
1743F
Intersection and Union · Tutorial
Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities
Wizard_of_Orz's solution

1152.
1182E
Product Oriented Recurrence · Tutorial
Quality: 3,329 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory
Wizard_of_Orz's solution

1153.
1204E
Natasha, Sasha and the Prefix Sums · Tutorial
Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
Wizard_of_Orz's solution

1154.
1942E
Farm Game · Tutorial
Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games
Wizard_of_Orz's solution

1155.
1932G
Moving Platforms · Tutorial
Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths
Wizard_of_Orz's solution

1156.
1929F
Sasha and the Wedding Binary Search Tree · Tutorial
Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-26 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
Wizard_of_Orz's solution

1157.
1188B
Count Pairs · Tutorial
Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-01-11 · last AC: 2024-01-11 · PyPy 3-64 (first AC) · Tags: math, matrices, number theory, two pointers
Wizard_of_Orz's solution

1158.
1919F1
Wine Factory (Easy Version) · Tutorial
Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
Wizard_of_Orz's solution

1159.
1916E
Happy Life in University · Tutorial
Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
Wizard_of_Orz's solution

1160.
1861E
Non-Intersecting Subpermutations · Tutorial
Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
Wizard_of_Orz's solution

1161.
1864F
Exotic Queries · Tutorial
Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
Wizard_of_Orz's solution

1162.
1699D
Almost Triple Deletions · Tutorial
Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Wizard_of_Orz's solution

1163.
1748E
Yet Another Array Counting Problem · Tutorial
Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
Wizard_of_Orz's solution

1164.
1768E
Partial Sorting · Tutorial
Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
Wizard_of_Orz's solution

1165.
1783E
Game of the Year · Tutorial
Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
Wizard_of_Orz's solution

1166.
1814E
Chain Chips · Tutorial
Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices
Wizard_of_Orz's solution

1167.
1805E
There Should Be a Lot of Maximums · Tutorial
Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
Wizard_of_Orz's solution

1168.
1825D2
LuoTianyi and the Floating Islands (Hard Version) · Tutorial
Rating: 2300 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees
Wizard_of_Orz's solution

1169.
1798E
Multitest Generator · Tutorial
Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
Wizard_of_Orz's solution

1170.
1705E
Mark and Professor Koro · Tutorial
Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
Wizard_of_Orz's solution

1171.
1706E
Qpwoeirut and Vertices · Tutorial
Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
Wizard_of_Orz's solution

1172.
1681F
Unique Occurrences · Tutorial
Quality: 2,325 global accepts · Rating: 2300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
Wizard_of_Orz's solution

1173.
1693C
Keshi in Search of AmShZ · Tutorial
Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
Wizard_of_Orz's solution

1174.
1695D2
Tree Queries (Hard Version) · Tutorial
Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
Wizard_of_Orz's solution

1175.
1691E
Number of Groups · Tutorial
Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
Wizard_of_Orz's solution

1176.
713C
Sonya and Problem Wihtout a Legend · Tutorial
Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
Wizard_of_Orz's solution

1177.
1167F
Scalar Queries · Tutorial
Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-10-16 · last AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings
Wizard_of_Orz's solution

1178.
985F
Isomorphic Strings · Tutorial
Quality: 2,168 global accepts · Rating: 2300 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
Wizard_of_Orz's solution

1179.
600E
Lomsat gelral · Tutorial
Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
Wizard_of_Orz's solution

1180.
1592D
Hemose in ICPC ? · Tutorial
Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
Wizard_of_Orz's solution

1181.
1062E
Company · Tutorial
Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
Wizard_of_Orz's solution

1182.
2176F
Omega Numbers · Tutorial
Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
Wizard_of_Orz's solution

1183.
2176E
Remove at the lowest cost · Tutorial
Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
Wizard_of_Orz's solution

1184.
2049E
Broken Queries · Tutorial
Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
Wizard_of_Orz's solution

1185.
2032E
Balanced · Tutorial
Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
Wizard_of_Orz's solution

1186.
1979E
Manhattan Triangle · Tutorial
Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
Wizard_of_Orz's solution

1187.
1984E
Shuffle · Tutorial
Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
Wizard_of_Orz's solution

1188.
1978F
Large Graph · Tutorial
Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
Wizard_of_Orz's solution

1189.
1969E
Unique Array · Tutorial
Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
Wizard_of_Orz's solution

1190.
1957E
Carousel of Combinations · Tutorial
Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
Wizard_of_Orz's solution

1191.
1367F2
Flying Sort (Hard Version) · Tutorial
Quality: 1,869 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp,

greedy, sortings, two pointers
Wizard_of_Orz's solution

1192.
1936C
Pokémon Arena · Tutorial
Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
Wizard_of_Orz's solution

1193.
1913E
Matrix Problem · Tutorial
Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
Wizard_of_Orz's solution

1194.
1837F
Editorial for Two · Tutorial
Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation
Wizard_of_Orz's solution

1195.
1888F
Minimum Array · Tutorial
Rating: 2400 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math
Wizard_of_Orz's solution

1196.
1853E
Ina of the Mountain · Tutorial
Rating: 2400 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
Wizard_of_Orz's solution

1197.
1844E
Great Grids · Tutorial
Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
Wizard_of_Orz's solution

1198.
1749E
Cactus Wall · Tutorial
Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
Wizard_of_Orz's solution

1199.
1609E
William The Oblivious · Tutorial
Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
Wizard_of_Orz's solution

1200.
2133E
I Yearned For The Mines · Tutorial
Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-25 · last AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
Wizard_of_Orz's solution

1201.
2057E2
Another Exercise on Graphs (hard version) · Tutorial
Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-07 · last AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

dfs and similar, dp, dsu, graphs, shortest paths, sortings
Wizard_of_Orz's solution

1202.
2026E
Best Subsequence · Tutorial
Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-11-04 · last AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
Wizard_of_Orz's solution

1203.
1994F
Stardew Valley · Tutorial
Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
Wizard_of_Orz's solution

1204.
1983F
array-value · Tutorial
Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
Wizard_of_Orz's solution

1205.
1956E1
Nene vs. Monsters (Easy Version) · Tutorial
Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
Wizard_of_Orz's solution

1206.
1946F
Nobody is needed · Tutorial
Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
Wizard_of_Orz's solution

1207.
1806D
DSU Master · Tutorial
Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math
Wizard_of_Orz's solution

1208.
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
Wizard_of_Orz's solution

1209.
1917E
Construct Matrix · Tutorial
Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
Wizard_of_Orz's solution

1210.
1904E
Tree Queries · Tutorial
Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees
Wizard_of_Orz's solution

1211.
1891E
Brukhovich and Exams · Tutorial

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-31 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
Wizard_of_Orz's solution

1212.
1823E
Removing Graph · Tutorial
Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math
Wizard_of_Orz's solution

1213.
1855E
Expected Destruction · Tutorial
Rating: 2500 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
Wizard_of_Orz's solution

1214.
1838E
Count Supersequences · Tutorial
Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Wizard_of_Orz's solution

1215.
1528D
It's a bird! No, it's a plane! No, it's AaParsa! · Tutorial
Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
Wizard_of_Orz's solution

1216.
1550E
Stringforces · Tutorial
Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
Wizard_of_Orz's solution

1217.
1779F
Xorcerer's Stones · Tutorial
Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · last AC: 2023-01-04 · Clang++17 Diagnostics (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
Wizard_of_Orz's solution

1218.
1647E
Madoka and the Sixth-graders · Tutorial
Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy
Wizard_of_Orz's solution

1219.
1562E
Rescue Niwen! · Tutorial
Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings
Wizard_of_Orz's solution

1220.
1534F1
Falling Sand (Easy Version) · Tutorial
Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-07-20 · last AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
Wizard_of_Orz's solution

1221.
1559D2
Mocha and Diana (Hard Version) · Tutorial

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-23 · last AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
Wizard_of_Orz's solution

1222.
1994G
Minecraft · Tutorial
Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
Wizard_of_Orz's solution

1223.
1919E
Counting Prefixes · Tutorial
Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-08 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
Wizard_of_Orz's solution

1224.
3D
Least Cost Bracket Sequence · Tutorial
Quality: 3,949 global accepts · Rating: 2600 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Wizard_of_Orz's solution

1225.
1828E
Palindrome Partition · Tutorial
Rating: 2600 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, strings
Wizard_of_Orz's solution

1226.
1793F
Rebrending · Tutorial
Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
Wizard_of_Orz's solution

1227.
2049F
MEX OR Mania · Tutorial
Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation
Wizard_of_Orz's solution

1228.
1887D
Split · Tutorial
Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
Wizard_of_Orz's solution

1229.
1264E
Beautiful League · Tutorial
Quality: 928 global accepts · Rating: 2700 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings
Wizard_of_Orz's solution

1230.
2053I1
Affectionate Arrays (Easy Version) · Tutorial
Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Wizard_of_Orz's solution

1231.
1942G
Bessie and Cards · Tutorial

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Wizard_of_Orz's solution

1232.
1919F2
Wine Factory (Hard Version) · Tutorial
Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
Wizard_of_Orz's solution

1233.
1884E
Hard Design · Tutorial
Quality: 390 global accepts · Rating: 2800 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
Wizard_of_Orz's solution

1234.
516D
Drazil and Morning Exercise · Tutorial
Quality: 1,528 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
Wizard_of_Orz's solution

1235.
1635F
Closest Pair · Tutorial
Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Wizard_of_Orz's solution

1236.
1889D
Game of Stacks · Tutorial
Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
Wizard_of_Orz's solution

1237.
1534F2
Falling Sand (Hard Version) · Tutorial
Quality: 705 global accepts · Rating: 3000 · first AC: 2021-09-03 · last AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy
Wizard_of_Orz's solution

1238.
105945H
Loose Subsequences · Tutorial
Rating: — · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
Wizard_of_Orz's solution

1239.
105245E
XOR Priority · Tutorial
Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Wizard_of_Orz's solution

1240.
105245D
Permutational Mex · Tutorial
Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Wizard_of_Orz's solution

1241.
105245C
Super Pair · Tutorial
Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

Wizard_of_Orz's solution

1242.
105245B
Circular Cone · Tutorial
Rating: — · first AC: 2024-07-01 · PyPy 3 (first AC) · Tags: —
Wizard_of_Orz's solution

1243.
105245A
King Supremacy · Tutorial
Rating: — · first AC: 2024-07-01 · PyPy 3 (first AC) · Tags: —
Wizard_of_Orz's solution

1244.
100800M
Milestone Counter · Tutorial
Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Wizard_of_Orz's solution

1245.
100800I
Nimionese · Tutorial
Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Wizard_of_Orz's solution

1246.
100800A
Aqueduct Construction · Tutorial
Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Wizard_of_Orz's solution

1247.
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