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Unique solved — XaRDKoDbICH

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

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Count: 1,696

1.

2122A

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2.

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3.

2126A

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4.

2111A

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6.

2065B

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7.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

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8.

2059A

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9.

2063A

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10.

2055A

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11.

2034A

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12.

2039A

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13.

1993A

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14.

1982A

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15.

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16.

1976A

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17.

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18.

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19.

1980A

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1985B
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1985A
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1955A
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1984A
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1979A
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1968B
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1968A
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1981A
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1974B
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1974A
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1969A
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31.

1905A

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32.

1902A

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33.

1903A

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34.

1895B

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35.

1895A

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36.

1873D

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37.

1873C

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38.

1873B

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39.

1873A

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40.

1863A

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41.

1864A

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42.

1858A

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43.

1859A

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44.

1856A

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45.

1855A

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46.

1849A

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47.

1853A

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48.

1850C

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[XaRDKoDbICH's solution](#)

49.

1850A

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50.

110A

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51.

1844A

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52.

1846A

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53.

1847A

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54.

1787A

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55.

1845A

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56.

1842A

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57.

1843C

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58.

1843B

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59.

1843A

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60.

1841A

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61.

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62.

1839A

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63.

1831A

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64.

1837A

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65.

755A

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66.

1634A

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67.

1228A

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68.

1833C

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69.

1833A

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70.

1791C

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71.

1791B

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72.

1791A

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73.

1832A

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74.

1802A

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75.

1825A

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76.

1829C

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1829B

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78.

1829A

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79.

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80.

1818A

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81.

1823A

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82.

1822C

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83.

1822B

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84.

1822A

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85.

1790B

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86.

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87.

1821A

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88.

1820A

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89.

1805B

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90.

1805A

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91.

1814A

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92.

1793A

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93.

1594A

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94.

1798A

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95.

1809A

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96.

1789B

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97.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[XaRDKoDbIcH's solution](#)

98.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

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

99.

1783A

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

Quality: 48,760 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[XaRDKoDbIcH's solution](#)

100.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[XaRDKoDbIcH's solution](#)

101.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[XaRDKoDbIcH's solution](#)

102.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[XaRDKoDbIcH's solution](#)

103.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[XaRDKoDbIcH's solution](#)

104.

1774A

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

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

105.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[XaRDKoDbIcH's solution](#)

106.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[XaRDKoDbIcH's solution](#)

107.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[XaRDKoDbIcH's solution](#)

108.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,063 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[XaRDKoDbIcH's solution](#)

109.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[XaRDKoDbIcH's solution](#)

110.

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

[XaRDKoDbIcH's solution](#)

111.

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[XaRDKoDbIcH's solution](#)

112.

1750B

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

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

[XaRDKoDbIcH's solution](#)

113.

1750A

[Indirect Sort](#) · [Tutorial](#)

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

[XaRDKoDbIcH's solution](#)

114.

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

[XaRDKoDbIcH's solution](#)

115.

1740B

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

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

[XaRDKoDbIcH's solution](#)

116.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[XaRDKoDbIcH's solution](#)

117.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

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

[XaRDKoDbIcH's solution](#)

118.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[XaRDKoDbIcH's solution](#)

119.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[XaRDKoDbIcH's solution](#)

120.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[XaRDKoDbIcH's solution](#)

121.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[XaRDKoDbIcH's solution](#)

122.

1746B

[Rebellion](#) · [Tutorial](#)

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

123.

1746A

[Maxmina](#) · [Tutorial](#)

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

124.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,107 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[XaRDKoDbIcH's solution](#)

125.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,340 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[XaRDKoDbIcH's solution](#)

126.

1736A

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

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

127.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-06-28 · last AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
[XaRDKoDbIcH's solution](#)

128.

1735A

[Working Week](#) · [Tutorial](#)

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

129.

1738A

[Glory Addicts](#) · [Tutorial](#)

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

130.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[XaRDKoDbICH's solution](#)

131.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[XaRDKoDbICH's solution](#)

132.

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[XaRDKoDbICH's solution](#)

133.

59A

[Word](#) · [Tutorial](#)

Quality: 227,996 global accepts · Rating: 800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[XaRDKoDbICH's solution](#)

134.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[XaRDKoDbICH's solution](#)

135.

1730A

[Planets](#) · [Tutorial](#)

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

136.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[XaRDKoDbICH's solution](#)

137.

1734A

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

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

138.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[XaRDKoDbICH's solution](#)

139.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[XaRDKoDbICH's solution](#)

140.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[XaRDKoDbICH's solution](#)

141.

1728B

[Best Permutation](#) · [Tutorial](#)

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

[XaRDKoDbICH's solution](#)

142.

1728A

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

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

[XaRDKoDbICH's solution](#)

143.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[XaRDKoDbICH's solution](#)

144.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[XaRDKoDbICH's solution](#)

145.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[XaRDKoDbICH's solution](#)

146.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

147.

1720B

[Interesting Sum](#) · [Tutorial](#)

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

[XaRDKoDbICH's solution](#)

148.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbICH's solution](#)

149.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[XaRDKoDbICH's solution](#)

150.

1712B

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

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

[XaRDKoDbICH's solution](#)

151.

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

[XaRDKoDbICH's solution](#)

152.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[XaRDKoDbICH's solution](#)

153.

1713A

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

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[XaRDKoDbICH's solution](#)

154.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[XaRDKoDbICH's solution](#)

155.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbICH's solution](#)

156.

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

[XaRDKoDbICH's solution](#)

157.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[XaRDKoDbICH's solution](#)

158.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[XaRDKoDbICH's solution](#)

159.

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

[XaRDKoDbICH's solution](#)

160.

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[XaRDKoDbICH's solution](#)

161.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[XaRDKoDbICH's solution](#)

162.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,192 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[XaRDKoDbICH's solution](#)

163.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,269 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[XaRDKoDbICH's solution](#)

164.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[XaRDKoDbICH's solution](#)

165.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[XaRDKoDbICH's solution](#)

166.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbICH's solution](#)

167.

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

[XaRDKoDbICH's solution](#)

168.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[XaRDKoDbICH's solution](#)

169.

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

[XaRDKoDbICH's solution](#)

170.

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

[XaRDKoDbICH's solution](#)

171.

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
[XaRDKoDbIcH's solution](#)

172.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[XaRDKoDbIcH's solution](#)

173.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[XaRDKoDbIcH's solution](#)

174.

1688B

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

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings
[XaRDKoDbIcH's solution](#)

175.

1688A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[XaRDKoDbIcH's solution](#)

176.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,100 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[XaRDKoDbIcH's solution](#)

177.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[XaRDKoDbIcH's solution](#)

178.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[XaRDKoDbIcH's solution](#)

179.

1686A

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

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[XaRDKoDbIcH's solution](#)

180.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[XaRDKoDbIcH's solution](#)

181.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[XaRDKoDbIcH's solution](#)

182.

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

[XaRDKoDbIcH's solution](#)

183.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbIcH's solution](#)

184.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[XaRDKoDbIcH's solution](#)

185.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

186.

1680A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[XaRDKoDbIcH's solution](#)

187.

1678B1

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

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

188.

1678A

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

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

189.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[XaRDKoDbIcH's solution](#)

190.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,467 global accepts · Rating: 800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[XaRDKoDbIcH's solution](#)

191.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[XaRDKoDbIcH's solution](#)

192.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[XaRDKoDbIcH's solution](#)

193.

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings
[XaRDKoDbIcH's solution](#)

194.

1672B

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195.

1672A

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196.

1669C

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197.

1669B

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198.

1669A

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1668A

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200.

1661A

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1665A

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202.

1660B

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203.

1660A

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204.

1656A

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205.

1658B

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1658A

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1657B

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1657A

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1652B

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1652A

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211.

1482A

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212.

1647A

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213.

1651B

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1651A

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215.

1650A

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216.

1649A

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1646B

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1646A

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1642A

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1644B

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1635B

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1635A

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1637A

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282A

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229.

4A

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1633B

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1633A

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1632A

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1629B

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1629A

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1626A

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1627A

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1625A

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241.

1621A

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242.

1616A

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244.

1622A

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246.

1619B

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1619A

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1620A

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1611B

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1611A

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252.

1612A

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1592A

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261.

1581A

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1579A

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1574A

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264.

1573A

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1566A

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1566B

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1569A

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268.

1567A

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1560A

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1560C

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1551A

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275.

1551B1

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1553A

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278.

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279.

1550A

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280.

1546A

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1547B

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282.

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283.

1542A

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1541A

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285.

1539B

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286.

1537A

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287.

1538B

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288.

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289.

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1523A

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1526A

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293.

1525A

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Quality: 27,003 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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294.

1520A

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Quality: 58,466 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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295.

1520B

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Quality: 49,637 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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296.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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297.

1514A

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Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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298.

1509A

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Quality: 27,205 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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299.

1511A

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Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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300.

1512B

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Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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301.

1512A

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Quality: 80,127 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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302.

1498A

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Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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303.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,583 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[XaRDKoDbICH's solution](#)

304.

617A

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Quality: 249,206 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math

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305.

791A

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[XaRDKoDbICH's solution](#)

306.

546A

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Quality: 235,262 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[XaRDKoDbICH's solution](#)

307.

236A

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Quality: 279,112 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[XaRDKoDbICH's solution](#)

308.

266A

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

Quality: 244,632 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[XaRDKoDbICH's solution](#)

309.

281A

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

Quality: 271,055 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[XaRDKoDbICH's solution](#)

310.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,437 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

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311.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,087 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[XaRDKoDbICH's solution](#)

312.

112A

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

Quality: 287,318 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[XaRDKoDbICH's solution](#)

313.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,551 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[XaRDKoDbICH's solution](#)

314.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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315.

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

[XaRDKoDbICH's solution](#)

316.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,231 global accepts · Rating: 800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[XaRDKoDbICH's solution](#)

317.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbICH's solution](#)

318.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,030 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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319.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[XaRDKoDbICH's solution](#)

320.

231A

[Team](#) · [Tutorial](#)

Quality: 430,367 global accepts · Rating: 800 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[XaRDKoDbICH's solution](#)

321.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,800 global accepts · Rating: 800 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

322.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

323.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[XaRDKoDbIcH's solution](#)

324.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[XaRDKoDbIcH's solution](#)

325.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[XaRDKoDbIcH's solution](#)

326.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[XaRDKoDbIcH's solution](#)

327.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,015 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[XaRDKoDbIcH's solution](#)

328.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 800 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[XaRDKoDbIcH's solution](#)

329.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[XaRDKoDbIcH's solution](#)

330.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[XaRDKoDbIcH's solution](#)

331.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[XaRDKoDbIcH's solution](#)

332.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[XaRDKoDbIcH's solution](#)

333.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[XaRDKoDbIcH's solution](#)

334.

1411A

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Quality: 21,750 global accepts · Rating: 800 · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

335.

71A

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

Quality: 503,384 global accepts · Rating: 800 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: strings

[XaRDKoDbIcH's solution](#)

336.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[XaRDKoDbIcH's solution](#)

337.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,974 global accepts · Rating: 800 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

338.

1465A

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Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[XaRDKoDbIcH's solution](#)

339.

1462B

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Quality: 29,176 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

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340.

1462A

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Quality: 48,979 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[XaRDKoDbIcH's solution](#)

341.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

342.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · last AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[XaRDKoDbIcH's solution](#)

343.

1453A

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Quality: 24,280 global accepts · Rating: 800 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

344.

1455A

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Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[XaRDKoDbIcH's solution](#)

345.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,870 global accepts · Rating: 800 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[XaRDKoDbICH's solution](#)

346.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[XaRDKoDbICH's solution](#)

347.

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities

[XaRDKoDbICH's solution](#)

348.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

349.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[XaRDKoDbICH's solution](#)

350.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[XaRDKoDbICH's solution](#)

351.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbICH's solution](#)

352.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[XaRDKoDbICH's solution](#)

353.

1445A

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Quality: 20,364 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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354.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[XaRDKoDbICH's solution](#)

355.

1413A

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Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbICH's solution](#)

356.

1433B

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Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[XaRDKoDbIcH's solution](#)

357.

1433A

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Quality: 62,660 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[XaRDKoDbIcH's solution](#)

358.

1428A

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Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[XaRDKoDbIcH's solution](#)

359.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[XaRDKoDbIcH's solution](#)

360.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[XaRDKoDbIcH's solution](#)

361.

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[XaRDKoDbIcH's solution](#)

362.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[XaRDKoDbIcH's solution](#)

363.

1405A

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Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[XaRDKoDbIcH's solution](#)

364.

1409A

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

Quality: 80,439 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[XaRDKoDbIcH's solution](#)

365.

1397A

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Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[XaRDKoDbIcH's solution](#)

366.

1400A

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Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[XaRDKoDbIcH's solution](#)

367.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[XaRDKoDbICH's solution](#)

368.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

369.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[XaRDKoDbICH's solution](#)

370.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[XaRDKoDbICH's solution](#)

371.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[XaRDKoDbICH's solution](#)

372.

1391A

[Suborrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbICH's solution](#)

373.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

374.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,711 global accepts · Rating: 800 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[XaRDKoDbICH's solution](#)

375.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[XaRDKoDbICH's solution](#)

376.

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[XaRDKoDbICH's solution](#)

377.

1372A

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

Quality: 33,483 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[XaRDKoDbICH's solution](#)

378.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[XaRDKoDbICH's solution](#)

379.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[XaRDKoDbICH's solution](#)

380.

1369A

[FashionabLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[XaRDKoDbICH's solution](#)

381.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,489 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[XaRDKoDbICH's solution](#)

382.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[XaRDKoDbICH's solution](#)

383.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,955 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

384.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[XaRDKoDbICH's solution](#)

385.

1358A

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Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

386.

1360B

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Quality: 53,730 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[XaRDKoDbICH's solution](#)

387.

1360A

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Quality: 57,103 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

388.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[XaRDKoDbICH's solution](#)

389.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[XaRDKoDbIcH's solution](#)

390.

1352A

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Quality: 104,153 global accepts · Rating: 800 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[XaRDKoDbIcH's solution](#)

391.

101911I

[Heist](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

392.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,817 global accepts · Rating: 800 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[XaRDKoDbIcH's solution](#)

393.

1343B

[Balanced Array](#) · [Tutorial](#)

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276A

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1093B

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1420A

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490.

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492.

519A

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Quality: 20,131 global accepts · Rating: 900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

493.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-05-29 · Python 3 (first AC) · Tags: implementation, number theory

[XaRDKoDbIcH's solution](#)

494.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[XaRDKoDbIcH's solution](#)

495.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[XaRDKoDbIcH's solution](#)

496.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[XaRDKoDbIcH's solution](#)

497.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[XaRDKoDbICH's solution](#)

498.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[XaRDKoDbICH's solution](#)

499.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[XaRDKoDbICH's solution](#)

500.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[XaRDKoDbICH's solution](#)

501.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-02-22 · Python 3 (first AC) · Tags: greedy

[XaRDKoDbICH's solution](#)

502.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2020-01-08 · PyPy 3 (first AC) · Tags: math

[XaRDKoDbICH's solution](#)

503.

1785A

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

Rating: 1000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[XaRDKoDbICH's solution](#)

504.

2055B

[Crafting](#) · [Tutorial](#)

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

[XaRDKoDbICH's solution](#)

505.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

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

[XaRDKoDbICH's solution](#)

506.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[XaRDKoDbICH's solution](#)

507.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[XaRDKoDbICH's solution](#)

508.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[XaRDKoDbIcH's solution](#)

509.

1969B

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

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

[XaRDKoDbIcH's solution](#)

510.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[XaRDKoDbIcH's solution](#)

511.

1859B

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

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[XaRDKoDbIcH's solution](#)

512.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[XaRDKoDbIcH's solution](#)

513.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbIcH's solution](#)

514.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[XaRDKoDbIcH's solution](#)

515.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

516.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

517.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

518.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[XaRDKoDbIcH's solution](#)

519.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[XaRDKoDbIcH's solution](#)

520.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[XaRDKoDbIcH's solution](#)

521.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[XaRDKoDbIcH's solution](#)

522.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[XaRDKoDbIcH's solution](#)

523.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[XaRDKoDbIcH's solution](#)

524.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[XaRDKoDbIcH's solution](#)

525.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[XaRDKoDbIcH's solution](#)

526.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[XaRDKoDbIcH's solution](#)

527.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[XaRDKoDbIcH's solution](#)

528.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[XaRDKoDbIcH's solution](#)

529.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[XaRDKoDbIcH's solution](#)

530.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[XaRDKoDbIcH's solution](#)

531.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[XaRDKoDbIcH's solution](#)

532.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

533.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[XaRDKoDbIcH's solution](#)

534.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[XaRDKoDbIcH's solution](#)

535.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[XaRDKoDbIcH's solution](#)

536.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[XaRDKoDbIcH's solution](#)

537.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[XaRDKoDbIcH's solution](#)

538.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[XaRDKoDbIcH's solution](#)

539.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[XaRDKoDbICH's solution](#)

540.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[XaRDKoDbICH's solution](#)

541.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[XaRDKoDbICH's solution](#)

542.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[XaRDKoDbICH's solution](#)

543.

1622B

[Berland Music](#) · [Tutorial](#)

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

[XaRDKoDbICH's solution](#)

544.

1620B

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

Quality: 31,484 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[XaRDKoDbICH's solution](#)

545.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[XaRDKoDbICH's solution](#)

546.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

547.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[XaRDKoDbICH's solution](#)

548.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[XaRDKoDbICH's solution](#)

549.

1593C

[Save More Mice](#) · [Tutorial](#)

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

550.

1579E1

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

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[XaRDKoDbIcH's solution](#)

551.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[XaRDKoDbIcH's solution](#)

552.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[XaRDKoDbIcH's solution](#)

553.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[XaRDKoDbIcH's solution](#)

554.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[XaRDKoDbIcH's solution](#)

555.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[XaRDKoDbIcH's solution](#)

556.

1539A

[Contest Start](#) · [Tutorial](#)

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

557.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[XaRDKoDbIcH's solution](#)

558.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[XaRDKoDbIcH's solution](#)

559.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[XaRDKoDbIcH's solution](#)

560.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[XaRDKoDbIcH's solution](#)

561.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[XaRDKoDbIcH's solution](#)

562.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[XaRDKoDbIcH's solution](#)

563.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

564.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[XaRDKoDbIcH's solution](#)

565.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[XaRDKoDbIcH's solution](#)

566.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[XaRDKoDbIcH's solution](#)

567.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[XaRDKoDbIcH's solution](#)

568.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

569.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[XaRDKoDbIcH's solution](#)

570.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: strings

[XaRDKoDbIcH's solution](#)

571.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[XaRDKoDbIcH's solution](#)

572.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[XaRDKoDbIcH's solution](#)

573.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,949 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[XaRDKoDbIcH's solution](#)

574.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · last AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[XaRDKoDbIcH's solution](#)

575.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1000 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

576.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[XaRDKoDbIcH's solution](#)

577.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[XaRDKoDbIcH's solution](#)

578.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[XaRDKoDbIcH's solution](#)

579.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[XaRDKoDbIcH's solution](#)

580.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[XaRDKoDbICH's solution](#)

581.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[XaRDKoDbICH's solution](#)

582.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[XaRDKoDbICH's solution](#)

583.

43A

[Football](#) · [Tutorial](#)

Quality: 69,177 global accepts · Rating: 1000 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: strings

[XaRDKoDbICH's solution](#)

584.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-09-24 · last AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

585.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[XaRDKoDbICH's solution](#)

586.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2020-02-18 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[XaRDKoDbICH's solution](#)

587.

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[XaRDKoDbICH's solution](#)

588.

1234B1

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

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[XaRDKoDbICH's solution](#)

589.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[XaRDKoDbICH's solution](#)

590.

2122B

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

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591.

2126C

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Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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592.

2086B

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593.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

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594.

1993B

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

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595.

1977B

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Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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596.

1984B

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Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[XaRDKoDbIcH's solution](#)

597.

1976B

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Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[XaRDKoDbIcH's solution](#)

598.

1905B

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Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

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599.

1902B

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Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[XaRDKoDbIcH's solution](#)

600.

1873E

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Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

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601.

1863C

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Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[XaRDKoDbICH's solution](#)

602.

1863B

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Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[XaRDKoDbICH's solution](#)

603.

1864B

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Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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604.

1787B

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605.

1842B

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606.

1838B

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607.

1839B

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608.

1791G1

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Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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609.

1791E

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610.

1828C

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Rating: 1100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings

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611.

1832B

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Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

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612.

1826B

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613.

1821B

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614.

1793B

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615.

1783B

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616.

1731B

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617.

1762B

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Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

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618.

1743C

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619.

1742D

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620.

1327A

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621.

1739B

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Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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622.

1365A

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Quality: 25,046 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

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623.

1729C

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624.

1726B

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[XaRDKoDbIcH's solution](#)

625.

1717B

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626.

1712C

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627.

1463A

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628.

1706B

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629.

1708B

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630.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[XaRDKoDbIcH's solution](#)

631.

1700B

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632.

1173B

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633.

1686C

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Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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634.

1682B

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635.

1673B

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Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

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636.

1672C

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Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[XaRDKoDbIcH's solution](#)

637.

1656B

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638.

1638B

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Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

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1637B

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640.

1633C

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641.

1631B

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642.

1626B

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Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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643.

1625B

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644.

1624C

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645.

1623B

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1609B

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1610B

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648.

1213B

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649.

1604B

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650.

1606B

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651.

1593D1

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652.

1579B

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653.

1566D1

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654.

1547C

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655.

1523B

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656.

1529B

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657.

1511B

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658.

1492B

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659.

1490C

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660.

1481B

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Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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661.

1478B

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Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[XaRDKoDbIcH's solution](#)

662.

1471B

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Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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663.

1455C

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664.

1415B

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665.

1417B

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666.

1407A

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667.

1409B

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668.

1375A

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Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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669.

633A

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670.

519B

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Quality: 43,714 global accepts · Rating: 1100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

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671.

1370B

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672.

1366A

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673.

1324C

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674.

1324B

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675.

1360C

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676.

1335C

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[XaRDKoDbIcH's solution](#)

677.

1263A

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Quality: 17,227 global accepts · Rating: 1100 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math

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678.

1189B

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679.

2135A

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[XaRDKoDbIcH's solution](#)

680.

2126D

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Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

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681.

2056C

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Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

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682.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[XaRDKoDbIcH's solution](#)

683.

1990B

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Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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684.

1982C

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Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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685.

1979C

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Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[XaRDKoDbIcH's solution](#)

686.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

687.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[XaRDKoDbIcH's solution](#)

688.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[XaRDKoDbIcH's solution](#)

689.

1848B

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

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[XaRDKoDbIcH's solution](#)

690.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[XaRDKoDbIcH's solution](#)

691.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[XaRDKoDbIcH's solution](#)

692.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[XaRDKoDbIcH's solution](#)

693.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[XaRDKoDbIcH's solution](#)

694.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbIcH's solution](#)

695.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[XaRDKoDbIcH's solution](#)

696.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[XaRDKoDbICH's solution](#)

697.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[XaRDKoDbICH's solution](#)

698.

1808B

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

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[XaRDKoDbICH's solution](#)

699.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[XaRDKoDbICH's solution](#)

700.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[XaRDKoDbICH's solution](#)

701.

1744D

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

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[XaRDKoDbICH's solution](#)

702.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[XaRDKoDbICH's solution](#)

703.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[XaRDKoDbICH's solution](#)

704.

1729D

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

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[XaRDKoDbICH's solution](#)

705.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[XaRDKoDbICH's solution](#)

706.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[XaRDKoDbIcH's solution](#)

707.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[XaRDKoDbIcH's solution](#)

708.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[XaRDKoDbIcH's solution](#)

709.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[XaRDKoDbIcH's solution](#)

710.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[XaRDKoDbIcH's solution](#)

711.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[XaRDKoDbIcH's solution](#)

712.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

713.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[XaRDKoDbIcH's solution](#)

714.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[XaRDKoDbIcH's solution](#)

715.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[XaRDKoDbIcH's solution](#)

716.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings
[XaRDKoDbIcH's solution](#)

717.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[XaRDKoDbIcH's solution](#)

718.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[XaRDKoDbIcH's solution](#)

719.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[XaRDKoDbIcH's solution](#)

720.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[XaRDKoDbIcH's solution](#)

721.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[XaRDKoDbIcH's solution](#)

722.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

723.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[XaRDKoDbIcH's solution](#)

724.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[XaRDKoDbIcH's solution](#)

725.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[XaRDKoDbIcH's solution](#)

726.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[XaRDKoDbIcH's solution](#)

727.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[XaRDKoDbIcH's solution](#)

728.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[XaRDKoDbIcH's solution](#)

729.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,488 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[XaRDKoDbIcH's solution](#)

730.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[XaRDKoDbIcH's solution](#)

731.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[XaRDKoDbIcH's solution](#)

732.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
[XaRDKoDbIcH's solution](#)

733.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[XaRDKoDbIcH's solution](#)

734.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[XaRDKoDbIcH's solution](#)

735.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[XaRDKoDbIcH's solution](#)

736.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[XaRDKoDbIcH's solution](#)

737.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[XaRDKoDbIcH's solution](#)

738.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[XaRDKoDbIcH's solution](#)

739.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[XaRDKoDbIcH's solution](#)

740.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[XaRDKoDbIcH's solution](#)

741.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[XaRDKoDbIcH's solution](#)

742.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[XaRDKoDbIcH's solution](#)

743.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[XaRDKoDbIcH's solution](#)

744.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[XaRDKoDbIcH's solution](#)

745.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

746.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[XaRDKoDbIcH's solution](#)

747.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[XaRDKoDbIcH's solution](#)

748.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[XaRDKoDbIcH's solution](#)

749.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[XaRDKoDbIcH's solution](#)

750.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[XaRDKoDbIcH's solution](#)

751.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-15 · last AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[XaRDKoDbIcH's solution](#)

752.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[XaRDKoDbIcH's solution](#)

753.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[XaRDKoDbIcH's solution](#)

754.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[XaRDKoDbIcH's solution](#)

755.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[XaRDKoDbIcH's solution](#)

756.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[XaRDKoDbIcH's solution](#)

757.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[XaRDKoDbIcH's solution](#)

758.

1343C

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

Quality: 44,082 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[XaRDKoDbIcH's solution](#)

759.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[XaRDKoDbIcH's solution](#)

760.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[XaRDKoDbIcH's solution](#)

761.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[XaRDKoDbIcH's solution](#)

762.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[XaRDKoDbIcH's solution](#)

763.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[XaRDKoDbIcH's solution](#)

764.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[XaRDKoDbIcH's solution](#)

765.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[XaRDKoDbIcH's solution](#)

766.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[XaRDKoDbIcH's solution](#)

767.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[XaRDKoDbIcH's solution](#)

768.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data

structures, greedy, math, two pointers

[XaRDKoDbIcH's solution](#)

769.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[XaRDKoDbIcH's solution](#)

770.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[XaRDKoDbIcH's solution](#)

771.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[XaRDKoDbIcH's solution](#)

772.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[XaRDKoDbIcH's solution](#)

773.

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[XaRDKoDbIcH's solution](#)

774.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[XaRDKoDbIcH's solution](#)

775.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[XaRDKoDbIcH's solution](#)

776.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[XaRDKoDbIcH's solution](#)

777.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[XaRDKoDbIcH's solution](#)

778.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[XaRDKoDbIcH's solution](#)

779.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[XaRDKoDbICH's solution](#)

780.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[XaRDKoDbICH's solution](#)

781.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[XaRDKoDbICH's solution](#)

782.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[XaRDKoDbICH's solution](#)

783.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[XaRDKoDbICH's solution](#)

784.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[XaRDKoDbICH's solution](#)

785.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[XaRDKoDbICH's solution](#)

786.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[XaRDKoDbICH's solution](#)

787.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[XaRDKoDbICH's solution](#)

788.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[XaRDKoDbICH's solution](#)

789.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[XaRDKoDbIcH's solution](#)

790.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[XaRDKoDbIcH's solution](#)

791.

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[XaRDKoDbIcH's solution](#)

792.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[XaRDKoDbIcH's solution](#)

793.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[XaRDKoDbIcH's solution](#)

794.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees
[XaRDKoDbIcH's solution](#)

795.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,123 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[XaRDKoDbIcH's solution](#)

796.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[XaRDKoDbIcH's solution](#)

797.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[XaRDKoDbIcH's solution](#)

798.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[XaRDKoDbIcH's solution](#)

799.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[XaRDKoDbIcH's solution](#)

800.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[XaRDKoDbIcH's solution](#)

801.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

802.

1650D

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

Quality: 14,722 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[XaRDKoDbIcH's solution](#)

803.

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[XaRDKoDbIcH's solution](#)

804.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[XaRDKoDbIcH's solution](#)

805.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[XaRDKoDbIcH's solution](#)

806.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[XaRDKoDbIcH's solution](#)

807.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[XaRDKoDbIcH's solution](#)

808.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,816 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[XaRDKoDbIcH's solution](#)

809.

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

[XaRDKoDbIcH's solution](#)

810.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2021-09-05 · last AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[XaRDKoDbIcH's solution](#)

811.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[XaRDKoDbIcH's solution](#)

812.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[XaRDKoDbIcH's solution](#)

813.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

814.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[XaRDKoDbIcH's solution](#)

815.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[XaRDKoDbIcH's solution](#)

816.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[XaRDKoDbIcH's solution](#)

817.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

818.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[XaRDKoDbIcH's solution](#)

819.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[XaRDKoDbIcH's solution](#)

820.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[XaRDKoDbIcH's solution](#)

821.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[XaRDKoDbIcH's solution](#)

822.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[XaRDKoDbIcH's solution](#)

823.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[XaRDKoDbIcH's solution](#)

824.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[XaRDKoDbIcH's solution](#)

825.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[XaRDKoDbIcH's solution](#)

826.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[XaRDKoDbIcH's solution](#)

827.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)

828.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[XaRDKoDbIcH's solution](#)

829.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[XaRDKoDbIcH's solution](#)

830.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[XaRDKoDbIcH's solution](#)

831.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[XaRDKoDbIcH's solution](#)

832.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[XaRDKoDbIcH's solution](#)

833.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[XaRDKoDbIcH's solution](#)

834.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[XaRDKoDbIcH's solution](#)

835.

2034C

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

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

[XaRDKoDbIcH's solution](#)

836.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[XaRDKoDbIcH's solution](#)

837.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[XaRDKoDbIcH's solution](#)

838.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[XaRDKoDbIcH's solution](#)

839.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[XaRDKoDbIcH's solution](#)

840.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[XaRDKoDbIcH's solution](#)

841.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[XaRDKoDbIcH's solution](#)

842.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

843.

1887A1

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

Rating: 1400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[XaRDKoDbIcH's solution](#)

844.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

845.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[XaRDKoDbIcH's solution](#)

846.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[XaRDKoDbIcH's solution](#)

847.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[XaRDKoDbIcH's solution](#)

848.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[XaRDKoDbIcH's solution](#)

849.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[XaRDKoDbIcH's solution](#)

850.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[XaRDKoDbIcH's solution](#)

851.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbICH's solution](#)

852.

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[XaRDKoDbICH's solution](#)

853.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[XaRDKoDbICH's solution](#)

854.

1800E1

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

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[XaRDKoDbICH's solution](#)

855.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[XaRDKoDbICH's solution](#)

856.

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

[XaRDKoDbICH's solution](#)

857.

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[XaRDKoDbICH's solution](#)

858.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[XaRDKoDbICH's solution](#)

859.

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

[XaRDKoDbICH's solution](#)

860.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[XaRDKoDbICH's solution](#)

861.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[XaRDKoDbICH's solution](#)

862.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[XaRDKoDbICH's solution](#)

863.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[XaRDKoDbICH's solution](#)

864.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[XaRDKoDbICH's solution](#)

865.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[XaRDKoDbICH's solution](#)

866.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[XaRDKoDbICH's solution](#)

867.

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

[XaRDKoDbICH's solution](#)

868.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[XaRDKoDbICH's solution](#)

869.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[XaRDKoDbICH's solution](#)

870.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[XaRDKoDbICH's solution](#)

871.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[XaRDKoDbICH's solution](#)

872.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[XaRDKoDbIcH's solution](#)

873.

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[XaRDKoDbIcH's solution](#)

874.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[XaRDKoDbIcH's solution](#)

875.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[XaRDKoDbIcH's solution](#)

876.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[XaRDKoDbIcH's solution](#)

877.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices

[XaRDKoDbIcH's solution](#)

878.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[XaRDKoDbIcH's solution](#)

879.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[XaRDKoDbIcH's solution](#)

880.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[XaRDKoDbIcH's solution](#)

881.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[XaRDKoDbIcH's solution](#)

882.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

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

[XaRDKoDbIcH's solution](#)

883.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · PyPy 3 (first AC) · Tags: greedy, number theory

[XaRDKoDbIcH's solution](#)

884.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[XaRDKoDbIcH's solution](#)

885.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[XaRDKoDbIcH's solution](#)

886.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[XaRDKoDbIcH's solution](#)

887.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[XaRDKoDbIcH's solution](#)

888.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[XaRDKoDbIcH's solution](#)

889.

1332B

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

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[XaRDKoDbIcH's solution](#)

890.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[XaRDKoDbIcH's solution](#)

891.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[XaRDKoDbIcH's solution](#)

892.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[XaRDKoDbICH's solution](#)

893.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[XaRDKoDbICH's solution](#)

894.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[XaRDKoDbICH's solution](#)

895.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[XaRDKoDbICH's solution](#)

896.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[XaRDKoDbICH's solution](#)

897.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[XaRDKoDbICH's solution](#)

898.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[XaRDKoDbICH's solution](#)

899.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[XaRDKoDbICH's solution](#)

900.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[XaRDKoDbICH's solution](#)

901.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[XaRDKoDbICH's solution](#)

902.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[XaRDKoDbICH's solution](#)

903.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[XaRDKoDbICH's solution](#)

904.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[XaRDKoDbICH's solution](#)

905.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[XaRDKoDbICH's solution](#)

906.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[XaRDKoDbICH's solution](#)

907.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[XaRDKoDbICH's solution](#)

908.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,098 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers
[XaRDKoDbICH's solution](#)

909.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[XaRDKoDbICH's solution](#)

910.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-04-18 · last AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[XaRDKoDbICH's solution](#)

911.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[XaRDKoDbICH's solution](#)

912.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[XaRDKoDbIcH's solution](#)

913.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[XaRDKoDbIcH's solution](#)

914.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[XaRDKoDbIcH's solution](#)

915.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[XaRDKoDbIcH's solution](#)

916.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[XaRDKoDbIcH's solution](#)

917.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[XaRDKoDbIcH's solution](#)

918.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[XaRDKoDbIcH's solution](#)

919.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[XaRDKoDbIcH's solution](#)

920.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[XaRDKoDbIcH's solution](#)

921.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp
[XaRDKoDbIcH's solution](#)

922.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures
[XaRDKoDbIcH's solution](#)

923.

1818C

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

Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[XaRDKoDbICH's solution](#)

924.

1800E2

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

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[XaRDKoDbICH's solution](#)

925.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[XaRDKoDbICH's solution](#)

926.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[XaRDKoDbICH's solution](#)

927.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[XaRDKoDbICH's solution](#)

928.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[XaRDKoDbICH's solution](#)

929.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[XaRDKoDbICH's solution](#)

930.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[XaRDKoDbICH's solution](#)

931.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[XaRDKoDbICH's solution](#)

932.

1744E1

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

Quality: 12,653 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[XaRDKoDbIcH's solution](#)

933.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[XaRDKoDbIcH's solution](#)

934.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[XaRDKoDbIcH's solution](#)

935.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[XaRDKoDbIcH's solution](#)

936.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[XaRDKoDbIcH's solution](#)

937.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[XaRDKoDbIcH's solution](#)

938.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[XaRDKoDbIcH's solution](#)

939.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[XaRDKoDbIcH's solution](#)

940.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[XaRDKoDbIcH's solution](#)

941.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

942.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[XaRDKoDbIcH's solution](#)

943.

1690E

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

Quality: 16,993 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[XaRDKoDbIcH's solution](#)

944.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[XaRDKoDbIcH's solution](#)

945.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[XaRDKoDbIcH's solution](#)

946.

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[XaRDKoDbIcH's solution](#)

947.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[XaRDKoDbIcH's solution](#)

948.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[XaRDKoDbIcH's solution](#)

949.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbIcH's solution](#)

950.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[XaRDKoDbIcH's solution](#)

951.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[XaRDKoDbIcH's solution](#)

952.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[XaRDKoDbIcH's solution](#)

953.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings
[XaRDKoDbICH's solution](#)

954.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[XaRDKoDbICH's solution](#)

955.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[XaRDKoDbICH's solution](#)

956.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[XaRDKoDbICH's solution](#)

957.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[XaRDKoDbICH's solution](#)

958.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[XaRDKoDbICH's solution](#)

959.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[XaRDKoDbICH's solution](#)

960.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[XaRDKoDbICH's solution](#)

961.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[XaRDKoDbICH's solution](#)

962.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[XaRDKoDbICH's solution](#)

963.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[XaRDKoDbICH's solution](#)

964.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[XaRDKoDbICH's solution](#)

965.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[XaRDKoDbICH's solution](#)

966.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[XaRDKoDbICH's solution](#)

967.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[XaRDKoDbICH's solution](#)

968.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbICH's solution](#)

969.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[XaRDKoDbICH's solution](#)

970.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-10-06 · last AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[XaRDKoDbICH's solution](#)

971.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[XaRDKoDbICH's solution](#)

972.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[XaRDKoDbICH's solution](#)

973.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-09-01 · last AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[XaRDKoDbICH's solution](#)

974.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[XaRDKoDbICH's solution](#)

975.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[XaRDKoDbICH's solution](#)

976.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[XaRDKoDbICH's solution](#)

977.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[XaRDKoDbICH's solution](#)

978.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[XaRDKoDbICH's solution](#)

979.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[XaRDKoDbICH's solution](#)

980.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[XaRDKoDbICH's solution](#)

981.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[XaRDKoDbICH's solution](#)

982.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive

algorithms, data structures, dp, dsu, greedy, implementation, trees

[XaRDKoDbICH's solution](#)

983.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[XaRDKoDbICH's solution](#)

984.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[XaRDKoDbICH's solution](#)

985.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[XaRDKoDbICH's solution](#)

986.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[XaRDKoDbICH's solution](#)

987.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory

[XaRDKoDbICH's solution](#)

988.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[XaRDKoDbICH's solution](#)

989.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[XaRDKoDbICH's solution](#)

990.

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[XaRDKoDbICH's solution](#)

991.

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[XaRDKoDbICH's solution](#)

992.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[XaRDKoDbIcH's solution](#)

993.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[XaRDKoDbIcH's solution](#)

994.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[XaRDKoDbIcH's solution](#)

995.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[XaRDKoDbIcH's solution](#)

996.

1802C

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

Rating: 1600 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[XaRDKoDbIcH's solution](#)

997.

1822E

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

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[XaRDKoDbIcH's solution](#)

998.

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[XaRDKoDbIcH's solution](#)

999.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[XaRDKoDbIcH's solution](#)

1000.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[XaRDKoDbIcH's solution](#)

1001.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[XaRDKoDbIcH's solution](#)

1002.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[XaRDKoDbIcH's solution](#)

1003.

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[XaRDKoDbIcH's solution](#)

1004.

1741E

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

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[XaRDKoDbIcH's solution](#)

1005.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbIcH's solution](#)

1006.

1526C2

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

Quality: 29,760 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[XaRDKoDbIcH's solution](#)

1007.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[XaRDKoDbIcH's solution](#)

1008.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[XaRDKoDbIcH's solution](#)

1009.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[XaRDKoDbIcH's solution](#)

1010.

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[XaRDKoDbIcH's solution](#)

1011.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[XaRDKoDbIcH's solution](#)

1012.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[XaRDKoDbIcH's solution](#)

1013.

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[XaRDKoDbIcH's solution](#)

1014.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

1015.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[XaRDKoDbIcH's solution](#)

1016.

1678C

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

Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[XaRDKoDbIcH's solution](#)

1017.

1604D

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

Rating: 1600 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[XaRDKoDbIcH's solution](#)

1018.

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[XaRDKoDbIcH's solution](#)

1019.

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[XaRDKoDbIcH's solution](#)

1020.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[XaRDKoDbIcH's solution](#)

1021.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[XaRDKoDbIcH's solution](#)

1022.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[XaRDKoDbIcH's solution](#)

1023.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[XaRDKoDbIcH's solution](#)**1024.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[XaRDKoDbIcH's solution](#)**1025.**

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[XaRDKoDbIcH's solution](#)**1026.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[XaRDKoDbIcH's solution](#)**1027.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[XaRDKoDbIcH's solution](#)**1028.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[XaRDKoDbIcH's solution](#)**1029.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[XaRDKoDbIcH's solution](#)**1030.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[XaRDKoDbIcH's solution](#)**1031.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[XaRDKoDbIcH's solution](#)**1032.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[XaRDKoDbIcH's solution](#)

1033.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[XaRDKoDbIcH's solution](#)

1034.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[XaRDKoDbIcH's solution](#)

1035.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[XaRDKoDbIcH's solution](#)

1036.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[XaRDKoDbIcH's solution](#)

1037.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[XaRDKoDbIcH's solution](#)

1038.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[XaRDKoDbIcH's solution](#)

1039.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-06-10 · last AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[XaRDKoDbIcH's solution](#)

1040.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[XaRDKoDbIcH's solution](#)

1041.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[XaRDKoDbIcH's solution](#)

1042.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[XaRDKoDbIcH's solution](#)

1043.

1529C

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

Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[XaRDKoDbIcH's solution](#)

1044.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[XaRDKoDbIcH's solution](#)

1045.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[XaRDKoDbIcH's solution](#)

1046.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[XaRDKoDbIcH's solution](#)

1047.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

1048.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[XaRDKoDbIcH's solution](#)

1049.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[XaRDKoDbIcH's solution](#)

1050.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[XaRDKoDbIcH's solution](#)

1051.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[XaRDKoDbIcH's solution](#)

1052.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[XaRDKoDbIcH's solution](#)

1053.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[XaRDKoDbICH's solution](#)

1054.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2025-09-05 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[XaRDKoDbICH's solution](#)

1055.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[XaRDKoDbICH's solution](#)

1056.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[XaRDKoDbICH's solution](#)

1057.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[XaRDKoDbICH's solution](#)

1058.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[XaRDKoDbICH's solution](#)

1059.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[XaRDKoDbICH's solution](#)

1060.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[XaRDKoDbICH's solution](#)

1061.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[XaRDKoDbICH's solution](#)

1062.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[XaRDKoDbICH's solution](#)

1063.

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[XaRDKoDbICH's solution](#)

1064.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[XaRDKoDbICH's solution](#)

1065.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[XaRDKoDbICH's solution](#)

1066.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[XaRDKoDbICH's solution](#)

1067.

1903D1

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

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[XaRDKoDbICH's solution](#)

1068.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[XaRDKoDbICH's solution](#)

1069.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[XaRDKoDbICH's solution](#)

1070.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[XaRDKoDbICH's solution](#)

1071.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[XaRDKoDbICH's solution](#)

1072.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[XaRDKoDbICH's solution](#)

1073.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[XaRDKoDbICH's solution](#)

1074.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[XaRDKoDbICH's solution](#)

1075.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[XaRDKoDbICH's solution](#)

1076.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[XaRDKoDbICH's solution](#)

1077.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[XaRDKoDbICH's solution](#)

1078.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[XaRDKoDbICH's solution](#)

1079.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[XaRDKoDbICH's solution](#)

1080.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[XaRDKoDbICH's solution](#)

1081.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[XaRDKoDbICH's solution](#)

1082.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings
[XaRDKoDbIcH's solution](#)

1083.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[XaRDKoDbIcH's solution](#)

1084.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[XaRDKoDbIcH's solution](#)

1085.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math
[XaRDKoDbIcH's solution](#)

1086.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[XaRDKoDbIcH's solution](#)

1087.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[XaRDKoDbIcH's solution](#)

1088.

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[XaRDKoDbIcH's solution](#)

1089.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
[XaRDKoDbIcH's solution](#)

1090.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[XaRDKoDbIcH's solution](#)

1091.

1688C

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

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[XaRDKoDbIcH's solution](#)

1092.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[XaRDKoDbIcH's solution](#)

1093.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[XaRDKoDbIcH's solution](#)

1094.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[XaRDKoDbIcH's solution](#)

1095.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[XaRDKoDbIcH's solution](#)

1096.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[XaRDKoDbIcH's solution](#)

1097.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[XaRDKoDbIcH's solution](#)

1098.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[XaRDKoDbIcH's solution](#)

1099.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[XaRDKoDbIcH's solution](#)

1100.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[XaRDKoDbIcH's solution](#)

1101.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[XaRDKoDbIcH's solution](#)

1102.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[XaRDKoDbIcH's solution](#)

1103.

1586C

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

Rating: 1700 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[XaRDKoDbIcH's solution](#)

1104.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[XaRDKoDbIcH's solution](#)

1105.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[XaRDKoDbIcH's solution](#)

1106.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[XaRDKoDbIcH's solution](#)

1107.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[XaRDKoDbIcH's solution](#)

1108.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[XaRDKoDbIcH's solution](#)

1109.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[XaRDKoDbIcH's solution](#)

1110.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[XaRDKoDbIcH's solution](#)

1111.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[XaRDKoDbIcH's solution](#)

1112.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[XaRDKoDbIcH's solution](#)

1113.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[XaRDKoDbIcH's solution](#)

1114.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-07-16 · last AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[XaRDKoDbIcH's solution](#)

1115.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[XaRDKoDbIcH's solution](#)

1116.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[XaRDKoDbIcH's solution](#)

1117.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[XaRDKoDbIcH's solution](#)

1118.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[XaRDKoDbIcH's solution](#)

1119.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[XaRDKoDbIcH's solution](#)

1120.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[XaRDKoDbIcH's solution](#)

1121.

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[XaRDKoDbIcH's solution](#)

1122.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[XaRDKoDbICH's solution](#)

1123.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[XaRDKoDbICH's solution](#)

1124.

1979D

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

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[XaRDKoDbICH's solution](#)

1125.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[XaRDKoDbICH's solution](#)

1126.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[XaRDKoDbICH's solution](#)

1127.

1904D2

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

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[XaRDKoDbICH's solution](#)

1128.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[XaRDKoDbICH's solution](#)

1129.

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[XaRDKoDbICH's solution](#)

1130.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[XaRDKoDbICH's solution](#)

1131.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[XaRDKoDbICH's solution](#)

1132.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[XaRDKoDbIcH's solution](#)

1133.

1825D1

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

Rating: 1800 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[XaRDKoDbIcH's solution](#)

1134.

1805D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-03 · Python 3 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[XaRDKoDbIcH's solution](#)

1135.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

1136.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[XaRDKoDbIcH's solution](#)

1137.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[XaRDKoDbIcH's solution](#)

1138.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[XaRDKoDbIcH's solution](#)

1139.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[XaRDKoDbIcH's solution](#)

1140.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[XaRDKoDbIcH's solution](#)

1141.

1719D1

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

Rating: 1800 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[XaRDKoDbIcH's solution](#)

1142.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[XaRDKoDbIcH's solution](#)

1143.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[XaRDKoDbIcH's solution](#)

1144.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[XaRDKoDbIcH's solution](#)

1145.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[XaRDKoDbIcH's solution](#)

1146.

1729E

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

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[XaRDKoDbIcH's solution](#)

1147.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[XaRDKoDbIcH's solution](#)

1148.

1720D1

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1149.

1709C

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1705D

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478C

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1572A

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1159.

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1169.

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894C

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1216.

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1218.

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20C

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1471D

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1353E

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1222.

1560F1

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1223.

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1224.

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1225.

2146D2

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1226.

2158D

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1227.

2171E

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2075D

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1229.

1772F

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1230.

2135C

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895C

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2126F

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1233.

2062E1

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2037G

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2028D

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1984D

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1237.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[XaRDKoDbICH's solution](#)

1238.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

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1239.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[XaRDKoDbICH's solution](#)

1240.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

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1241.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

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1242.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[XaRDKoDbICH's solution](#)

1243.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

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1244.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

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1245.

803F

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Quality: 4,641 global accepts · Rating: 2000 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[XaRDKoDbICH's solution](#)

1246.

1143E

[Lynyrd Skynyrd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[XaRDKoDbICH's solution](#)

1247.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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1248.

1828D1

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Rating: 2000 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[XaRDKoDbICH's solution](#)

1249.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[XaRDKoDbICH's solution](#)

1250.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[XaRDKoDbICH's solution](#)

1251.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[XaRDKoDbIcH's solution](#)

1252.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[XaRDKoDbIcH's solution](#)

1253.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[XaRDKoDbIcH's solution](#)

1254.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[XaRDKoDbIcH's solution](#)

1255.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[XaRDKoDbIcH's solution](#)

1256.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[XaRDKoDbIcH's solution](#)

1257.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[XaRDKoDbIcH's solution](#)

1258.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[XaRDKoDbIcH's solution](#)

1259.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[XaRDKoDbIcH's solution](#)

1260.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[XaRDKoDbIcH's solution](#)

1261.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[XaRDKoDbIcH's solution](#)

1262.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[XaRDKoDbICH's solution](#)

1263.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[XaRDKoDbICH's solution](#)

1264.

1716C

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Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[XaRDKoDbICH's solution](#)

1265.

1514D

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Quality: 4,818 global accepts · Rating: 2000 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[XaRDKoDbICH's solution](#)

1266.

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[XaRDKoDbICH's solution](#)

1267.

1674E

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

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[XaRDKoDbICH's solution](#)

1268.

1696E

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Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[XaRDKoDbICH's solution](#)

1269.

1702G2

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Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[XaRDKoDbICH's solution](#)

1270.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp

[XaRDKoDbICH's solution](#)

1271.

1359E

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Quality: 6,733 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[XaRDKoDbICH's solution](#)

1272.

1690G

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Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[XaRDKoDbICH's solution](#)

1273.

1682D

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Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[XaRDKoDbICH's solution](#)

1274.

1370D

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Quality: 10,929 global accepts · Rating: 2000 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[XaRDKoDbICH's solution](#)

1275.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[XaRDKoDbICH's solution](#)

1276.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[XaRDKoDbICH's solution](#)

1277.

1624E

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Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[XaRDKoDbICH's solution](#)

1278.

1638D

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Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[XaRDKoDbICH's solution](#)

1279.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[XaRDKoDbICH's solution](#)

1280.

1632D

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Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[XaRDKoDbICH's solution](#)

1281.

1438C

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Quality: 11,634 global accepts · Rating: 2000 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[XaRDKoDbICH's solution](#)

1282.

1379C

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Quality: 6,082 global accepts · Rating: 2000 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

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1283.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[XaRDKoDbICH's solution](#)

1284.

1366D

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Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[XaRDKoDbICH's solution](#)

1285.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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1286.

1876C

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[XaRDKoDbICH's solution](#)

1287.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

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1288.

2150C

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Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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1289.

2127E

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Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[XaRDKoDbICH's solution](#)

1290.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[XaRDKoDbICH's solution](#)

1291.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[XaRDKoDbICH's solution](#)

1292.

2031E

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Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[XaRDKoDbICH's solution](#)

1293.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings
[XaRDKoDbICH's solution](#)

1294.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers
[XaRDKoDbICH's solution](#)

1295.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[XaRDKoDbICH's solution](#)

1296.

1343E

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Quality: 5,740 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[XaRDKoDbICH's solution](#)

1297.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
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1298.

703D

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Quality: 4,065 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[XaRDKoDbICH's solution](#)

1299.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[XaRDKoDbICH's solution](#)

1300.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[XaRDKoDbICH's solution](#)

1301.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[XaRDKoDbIcH's solution](#)**1302.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[XaRDKoDbIcH's solution](#)**1303.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[XaRDKoDbIcH's solution](#)**1304.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[XaRDKoDbIcH's solution](#)**1305.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[XaRDKoDbIcH's solution](#)**1306.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[XaRDKoDbIcH's solution](#)**1307.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[XaRDKoDbIcH's solution](#)**1308.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[XaRDKoDbIcH's solution](#)**1309.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[XaRDKoDbIcH's solution](#)**1310.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[XaRDKoDbIcH's solution](#)

1311.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[XaRDKoDbICH's solution](#)**1312.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[XaRDKoDbICH's solution](#)**1313.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[XaRDKoDbICH's solution](#)**1314.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[XaRDKoDbICH's solution](#)**1315.**

894E

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

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[XaRDKoDbICH's solution](#)**1316.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-02-26 · last AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[XaRDKoDbICH's solution](#)**1317.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[XaRDKoDbICH's solution](#)**1318.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[XaRDKoDbICH's solution](#)**1319.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[XaRDKoDbICH's solution](#)**1320.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbICH's solution](#)

1321.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[XaRDKoDbICH's solution](#)

1322.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[XaRDKoDbICH's solution](#)

1323.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[XaRDKoDbICH's solution](#)

1324.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[XaRDKoDbICH's solution](#)

1325.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[XaRDKoDbICH's solution](#)

1326.

1785C

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

Rating: 2200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[XaRDKoDbICH's solution](#)

1327.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[XaRDKoDbICH's solution](#)

1328.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[XaRDKoDbICH's solution](#)

1329.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[XaRDKoDbICH's solution](#)

1330.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation,

math

[XaRDKoDbICH's solution](#)

1331.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[XaRDKoDbICH's solution](#)

1332.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[XaRDKoDbICH's solution](#)

1333.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[XaRDKoDbICH's solution](#)

1334.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[XaRDKoDbICH's solution](#)

1335.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[XaRDKoDbICH's solution](#)

1336.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[XaRDKoDbICH's solution](#)

1337.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[XaRDKoDbICH's solution](#)

1338.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[XaRDKoDbICH's solution](#)

1339.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[XaRDKoDbICH's solution](#)

1340.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[XaRDKoDbICH's solution](#)

1341.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[XaRDKoDbICH's solution](#)

1342.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[XaRDKoDbICH's solution](#)

1343.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[XaRDKoDbICH's solution](#)

1344.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[XaRDKoDbICH's solution](#)

1345.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[XaRDKoDbICH's solution](#)

1346.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[XaRDKoDbICH's solution](#)

1347.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[XaRDKoDbICH's solution](#)

1348.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[XaRDKoDbICH's solution](#)

1349.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[XaRDKoDbICH's solution](#)

1350.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[XaRDKoDbICH's solution](#)

1351.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[XaRDKoDbIcH's solution](#)

1352.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[XaRDKoDbIcH's solution](#)

1353.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[XaRDKoDbIcH's solution](#)

1354.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[XaRDKoDbIcH's solution](#)

1355.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[XaRDKoDbIcH's solution](#)

1356.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[XaRDKoDbIcH's solution](#)

1357.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[XaRDKoDbIcH's solution](#)

1358.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[XaRDKoDbIcH's solution](#)

1359.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[XaRDKoDbIcH's solution](#)

1360.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[XaRDKoDbIcH's solution](#)

1361.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[XaRDKoDbICH's solution](#)

1362.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[XaRDKoDbICH's solution](#)

1363.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[XaRDKoDbICH's solution](#)

1364.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[XaRDKoDbICH's solution](#)

1365.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[XaRDKoDbICH's solution](#)

1366.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[XaRDKoDbICH's solution](#)

1367.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[XaRDKoDbICH's solution](#)

1368.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[XaRDKoDbICH's solution](#)

1369.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[XaRDKoDbICH's solution](#)

1370.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[XaRDKoDbICH's solution](#)

1371.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[XaRDKoDbIcH's solution](#)

1372.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[XaRDKoDbIcH's solution](#)

1373.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[XaRDKoDbIcH's solution](#)

1374.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[XaRDKoDbIcH's solution](#)

1375.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[XaRDKoDbIcH's solution](#)

1376.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[XaRDKoDbIcH's solution](#)

1377.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[XaRDKoDbIcH's solution](#)

1378.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[XaRDKoDbIcH's solution](#)

1379.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[XaRDKoDbIcH's solution](#)

1380.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[XaRDKoDbIcH's solution](#)

1381.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[XaRDKoDbICH's solution](#)

1382.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[XaRDKoDbICH's solution](#)

1383.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[XaRDKoDbICH's solution](#)

1384.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[XaRDKoDbICH's solution](#)

1385.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[XaRDKoDbICH's solution](#)

1386.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[XaRDKoDbICH's solution](#)

1387.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-07-09 · last AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[XaRDKoDbICH's solution](#)

1388.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[XaRDKoDbICH's solution](#)

1389.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[XaRDKoDbICH's solution](#)

1390.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[XaRDKoDbICH's solution](#)

1391.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[XaRDKoDbIcH's solution](#)

1392.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[XaRDKoDbIcH's solution](#)

1393.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[XaRDKoDbIcH's solution](#)

1394.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[XaRDKoDbIcH's solution](#)

1395.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[XaRDKoDbIcH's solution](#)

1396.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[XaRDKoDbIcH's solution](#)

1397.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[XaRDKoDbIcH's solution](#)

1398.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[XaRDKoDbIcH's solution](#)

1399.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[XaRDKoDbIcH's solution](#)

1400.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[XaRDKoDbICH's solution](#)

1401.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[XaRDKoDbICH's solution](#)

1402.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[XaRDKoDbICH's solution](#)

1403.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[XaRDKoDbICH's solution](#)

1404.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[XaRDKoDbICH's solution](#)

1405.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[XaRDKoDbICH's solution](#)

1406.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[XaRDKoDbICH's solution](#)

1407.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[XaRDKoDbICH's solution](#)

1408.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[XaRDKoDbICH's solution](#)

1409.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[XaRDKoDbICH's solution](#)

1410.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp,

implementation, math, trees

[XaRDKoDbICH's solution](#)

1411.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[XaRDKoDbICH's solution](#)

1412.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[XaRDKoDbICH's solution](#)

1413.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[XaRDKoDbICH's solution](#)

1414.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[XaRDKoDbICH's solution](#)

1415.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[XaRDKoDbICH's solution](#)

1416.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

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1417.

1935E

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Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

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1418.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

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1419.

1436E

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Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[XaRDKoDbICH's solution](#)

1420.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[XaRDKoDbICH's solution](#)

1421.

1491E

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Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[XaRDKoDbICH's solution](#)

1422.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[XaRDKoDbICH's solution](#)

1423.

1886E

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Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

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1424.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

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1425.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[XaRDKoDbICH's solution](#)

1426.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[XaRDKoDbICH's solution](#)

1427.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[XaRDKoDbICH's solution](#)

1428.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[XaRDKoDbICH's solution](#)

1429.

1473E

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Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[XaRDKoDbICH's solution](#)

1430.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[XaRDKoDbIcH's solution](#)

1431.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[XaRDKoDbIcH's solution](#)

1432.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[XaRDKoDbIcH's solution](#)

1433.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[XaRDKoDbIcH's solution](#)

1434.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[XaRDKoDbIcH's solution](#)

1435.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[XaRDKoDbIcH's solution](#)

1436.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[XaRDKoDbIcH's solution](#)

1437.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[XaRDKoDbIcH's solution](#)

1438.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[XaRDKoDbIcH's solution](#)

1439.

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[XaRDKoDbIcH's solution](#)

1440.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[XaRDKoDbIcH's solution](#)

1441.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[XaRDKoDbIcH's solution](#)

1442.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[XaRDKoDbIcH's solution](#)

1443.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[XaRDKoDbIcH's solution](#)

1444.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[XaRDKoDbIcH's solution](#)

1445.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[XaRDKoDbIcH's solution](#)

1446.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[XaRDKoDbIcH's solution](#)

1447.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[XaRDKoDbIcH's solution](#)

1448.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[XaRDKoDbIcH's solution](#)

1449.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[XaRDKoDbIcH's solution](#)

1450.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-10-12 · last AC: 2025-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[XaRDKoDbICH's solution](#)

1451.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[XaRDKoDbICH's solution](#)

1452.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings

[XaRDKoDbICH's solution](#)

1453.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[XaRDKoDbICH's solution](#)

1454.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[XaRDKoDbICH's solution](#)

1455.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[XaRDKoDbICH's solution](#)

1456.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[XaRDKoDbICH's solution](#)

1457.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[XaRDKoDbICH's solution](#)

1458.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[XaRDKoDbICH's solution](#)

1459.

1445E

[Team-Building](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[XaRDKoDbICH's solution](#)

1460.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[XaRDKoDbIcH's solution](#)

1461.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[XaRDKoDbIcH's solution](#)

1462.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[XaRDKoDbIcH's solution](#)

1463.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[XaRDKoDbIcH's solution](#)

1464.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[XaRDKoDbIcH's solution](#)

1465.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[XaRDKoDbIcH's solution](#)

1466.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[XaRDKoDbIcH's solution](#)

1467.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[XaRDKoDbIcH's solution](#)

1468.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[XaRDKoDbIcH's solution](#)

1469.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[XaRDKoDbIcH's solution](#)

1470.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[XaRDKoDbIcH's solution](#)

1471.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[XaRDKoDbIcH's solution](#)

1472.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-12 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[XaRDKoDbIcH's solution](#)

1473.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[XaRDKoDbIcH's solution](#)

1474.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[XaRDKoDbIcH's solution](#)

1475.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[XaRDKoDbIcH's solution](#)

1476.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[XaRDKoDbIcH's solution](#)

1477.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[XaRDKoDbIcH's solution](#)

1478.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[XaRDKoDbIcH's solution](#)

1479.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[XaRDKoDbIcH's solution](#)

1480.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[XaRDKoDbIcH's solution](#)

1481.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[XaRDKoDbIcH's solution](#)

1482.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[XaRDKoDbIcH's solution](#)

1483.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[XaRDKoDbIcH's solution](#)

1484.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[XaRDKoDbIcH's solution](#)

1485.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · last AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[XaRDKoDbIcH's solution](#)

1486.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[XaRDKoDbIcH's solution](#)

1487.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[XaRDKoDbIcH's solution](#)

1488.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[XaRDKoDbIcH's solution](#)

1489.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[XaRDKoDbICH's solution](#)

1490.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[XaRDKoDbICH's solution](#)

1491.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[XaRDKoDbICH's solution](#)

1492.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[XaRDKoDbICH's solution](#)

1493.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[XaRDKoDbICH's solution](#)

1494.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[XaRDKoDbICH's solution](#)

1495.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[XaRDKoDbICH's solution](#)

1496.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-06-30 · last AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[XaRDKoDbICH's solution](#)

1497.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[XaRDKoDbICH's solution](#)

1498.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[XaRDKoDbICH's solution](#)

1499.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[XaRDKoDbIcH's solution](#)

1500.

102443L

[Time Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1501.

102443B

[Blocking the View](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1502.

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1503.

102443K

[RotationAlmostSort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1504.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1505.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1506.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1507.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1508.

104872H

[Scooter Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1509.

104872K

[Guess the String](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1510.

104872D

[a, ab, ba Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1511.

104872G

[Not Everything Is So Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1512.

104872I

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1513.

104872B

[Cooperative Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1514.

104872E

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1515.

104872L

[Count the Christmas Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1516.

104872F

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1517.

104872M

[Katya and the Broken Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1518.

104872A

[Three Suitcases](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1519.

104770H

[Yurik and Important Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1520.

104770F

[Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1521.

104770K

[Production Waste](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1522.

104770L

[Seats in the subway](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1523.

104770I

[Roofs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1524.

104770D

[Redrawn graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1525.

104770C

[Carpet Showcase](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1526.

104770B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1527.

104770G

[Elevator Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1528.

104770E

[Accounting Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1529.

104770A

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

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1530.

105972I

[A0x018CÄ8CÔ>](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1531.

105972J

[B„UDTäC BCÔ>CR ACä1CTACT4Cä2C =C„5](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1532.

105972M

[Madoka and The Olympiad in Novosibirsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1533.

105972H

[AôCÔCô:C 0C >CÔ5CÄ5CÔBC](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1534.

105972L

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

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1535.

105972D

[A`5C=FC„8 C" \\$ôTâ5•](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1536.

105972F

[AôCÜ\\$5D „5D BC\\$8CR ?Câ CCÔ8C\\$5D AC„BCTBD0](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1537.

105972G

[A 50t=ôC0D =C O D 0C >D\\$0 D ?C <DôBDÄN](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1538.

105972E

[B`00Ä=C`5D\\$K-D 0CÄ>C`5D\\$K](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1539.

105972C

[Bitwise Characteristic of a Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1540.

105972A

[Photos in Flight](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1541.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1542.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1543.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1544.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1545.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1546.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1547.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1548.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1549.

106020B

[Free Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1550.

106020N

[Colored Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1551.

105945H

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

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1552.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1553.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1554.

103194B

[AD20R!DäAD\\$@D°](#)

Rating: — · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1555.

100599I

[B2 ;Dä0Cä9 CÄ0C48C, 5D BDÂ AC\\$>Dò FCT=C](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1556.

100599E

[A,;D\\$5C';CT:D\\$CC ;DÄ=D'9 CäBCôCD :](#)

Rating: — · first AC: 2024-10-15 · last AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1557.

100599F

[B:@0T4C,,7CT<DÄ5 C" >Cô0D =CäAD\\$8](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1558.

100599G

[B\\$C0id1D4;CT=D\\$=CäAD\\$L](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1559.

100599H

[Bô7Dut0il](#)

Rating: — · first AC: 2024-10-15 · last AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1560.

100599D

[Aô=C\\$>D 5C'LCP](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1561.

100599B

[ABC · Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1562.

100599C

[B>D0a1Cô@CäA](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1563.

101979G

[A CD 3CT@D² 2 <RMcDuck's>>](#)

Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1564.

101979D

[Aô=C0AD\\$@Cä:C, ?Cä4Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$5C•](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1565.

101979H

[Aô5D\\$5D 1D4@C3ð](#)

Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1566.

101979K

[A7008D 8CÔB](#)

Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1567.

101979I

[A4=Cä<DÄ D,,;Dô?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1568.

101979A

[LinkedList's Bizarre Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1569.

101979F

[B4002CÔ5CÔ8Dò <C BCT<C BC,,GCTAC¤>C' <C 3C,,8](#)

Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1570.

101979L

[AD8Cö,Cä<D°](#)

Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1571.

101979C

[ÄäF D46DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1572.

102375I

[B 5DöB0 2C'5CÔ8CR 7C 4C G](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1573.

102375G

[ATAD\\$riä'8 CD5C'8D\\$5C'L?](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1574.

102375H

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1575.

102375D

[AD@CöD" A](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1576.

102375E

[AD00ÄAC¤8C' @CT3C'0CÄ5CÔB](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1577.

102375F

[A @Cä;DÄ=D´9 Cô>CD<CÔ>C4>D43Cä;DÄ=C,,:](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1578.

102375C

[B▷C6?C 4CT=C,,O](#)

Rating: — · first AC: 2020-06-20 · last AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1579.

102375B

[A▷CÖD,,8CR ?CT@CT<CT=D°](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1580.

102375A

[A @CjD CÄ5D\\$8Dt5D :C O C Ä0C48Dö](#)

Rating: — · first AC: 2020-06-20 · last AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1581.

101573H

[Array Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1582.

101573G

[DHCP troubles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1583.

101573E

[Ugly Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1584.

101573F

[Robot in the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1585.

101573C

[Signals in the Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1586.

101573D

[PalINTdromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1587.

101573B

[Interactor](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1588.

101573A

[Problem Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1589.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[XaRDKoDbICH's solution](#)

1590.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[XaRDKoDbICH's solution](#)

1591.

103566C

[A0x16CD>CÄ>C”:C](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1592.

103566I

[A 0Dt,=0, 8Cr ACô8Dt5C](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1593.

103566H

[AD>D0x04 C" HCα>C´C.](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1594.

103566E

[B B0jaCT@D°](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1595.

103566B

[A 0D00 BC](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1596.

103566A

[A 00x2D² =C 7C :C 7](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1597.

1048563

[B55C05DD>CÔ=D´9 D ?D 0C\\$>Dt=C,,:](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1598.

103984J

[Split and sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

1599.

103984I

[B\\$utorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

1600.

103984E

[Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · last AC: 2023-09-17 · PyPy 3-64 (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

1601.

103984B

[BDMC&AÔLDä7](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

1602.

103984C

[AäBÖr>D>Dt=D'9 DÔBC ?](#)

Rating: — · first AC: 2023-09-17 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

1603.

103984F

[AôDIOCB 2Câ 2D 5CÃO DtCCÄK](#)

Rating: — · first AC: 2023-09-17 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

1604.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

1605.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

1606.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

1607.

101961H

[Holiday](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

1608.

101961G

[A,3D0l](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[XaRDKoDbIcH's solution](#)

1609.

101961F

[A45C0@C, \\$Cä@C@](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1610.

101961E

[A\\$5C'8C=8C' #D 0C\\$=C,,BCT;DÀ](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1611.

101961D

[A4=00!C€](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1612.

101961C

[A=CBCT<CT@C](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1613.

101961B

[AD20ä8Dt=Cä5 D4<CÔ>Cd5CÔ8CP](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1614.

101961A

[A fCöial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1615.

101942E

[A„3D 0iC" 1C,,@Dä;DÄ:C€](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1616.

101942C

[AÖDäAÄCÄ8CÔCD](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1617.

101942B

[B▷D5C\\$=Cä2C =C,,O](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1618.

101942H

[A00CäSD 0CÄ<C ?CT@CT4C G](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1619.

101942I

[AqC AD\\$5D 8Ct0Dd8Dö](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1620.

101942J

[B„UDTäC BCÔKC' AC'>Cö](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1621.

101942K

[B 70ä@D\\$8C\\$=C O DD>D <C](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1622.

101942A

[B4PD0CÄKC' 2CT@C ;Dä4](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1623.

100093F

[F · Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1624.

1035335

[New Year in Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1625.

1035337

[Ä7D\\$8D15D :C,,5 C¬0CÔ0C'K D 2Dô7C€](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1626.

1035336

[B 5D0BC,,@Cä2C¬0 CD@Cä1CT9](#)

Rating: — · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1627.

100168A

[Aô5C00D =D´9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1628.

100008E

[E · Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1629.

101967I

[AôCD\\$5D,,5D BC\\$8CR ?Cä BCä@D0](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1630.

101967C

[A¬0C012D >C,,3D 0D\\$L C¬>CÔBCTAD](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1631.

101967D

[Ad5C056t=D´5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1632.

101967H

[B 5C@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1633.

101967L

[B 7C@DÄ: Câ BCTAD\\$>C](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1634.

101967G

[A 4B@C@,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1635.

101967E

[B 7C@6CÔKCR 7C 4C GC€](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1636.

101967A

[A 5C@C@C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1637.

101171D

[A 7C@1dDd5C\\$KCR 4Cä@Cä3C€](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1638.

101171J

[B 5C@r1aD'5 C↗>CÄ=C BD°](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1639.

101171I

[B 7C@1aC=0DäIC,,5 Cô;DäAD°](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1640.

101171G

[A 57C@KCS>Cô>D\\$0CÀ](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1641.

101171H

[A 5D@AD\\$0CÔ>C\\$;CT=C,,5 Dt8D ;C](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1642.

101171E

[A 10C@äC';CT:D\\$8C\\$8Ct<!](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1643.

101171K

[Aô>ôSK' GCT<Cä4C =](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1644.

101171A

[Aô>ôÄÖCÔBD4;D°](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1645.

101171C

[ASô>ôHCT1CÔKCR AD4ICTAD\\$2C](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1646.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1647.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1648.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1649.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1650.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1651.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1652.

100850G

[BD80ja!C€](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1653.

100850J

[Aô>ôCâAD\\$0Dò ?CäAC´5CD>C\\$0D\\$5C´LCô>D BDÂ FC,,DD](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1654.

100850H

[AäBd1QD" >C >D,,8C :C E](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1655.

100850I

[AäUCÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1656.

100850F

[B700a1Cö>Cd0D\\$8Dđ](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1657.

100850A

[A 3D>6Ô>CÂÔ;Dä1C,,BCT;DÀ](#)

Rating: — · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1658.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[XaRDKoDbIcH's solution](#)

1659.

103113E

[A 8D\\$>C\\$0Dò C 3C,,O](#)

Rating: — · first AC: 2021-05-29 · PyPy 3 (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1660.

100957G

[A,,3D0aA\\$0D 8](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1661.

102906B

[A 5D86Ô8Dd0 C,,7 Dt8D 5C°](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1662.

102906A

[A,,C0AD](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbIcH's solution](#)

1663.

1432C

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

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[XaRDKoDbIcH's solution](#)

1664.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[XaRDKoDbICH's solution](#)

1665.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special

[XaRDKoDbICH's solution](#)

1666.

102139H

[A to F](#) · [GC BC=8](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1667.

102498A

[A to F](#) · [GC BC=8](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1668.

102203B

[A to F](#) · [GC BC=8](#)

Rating: — · first AC: 2020-02-22 · last AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1669.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1670.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1671.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1672.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[XaRDKoDbICH's solution](#)

1673.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[XaRDKoDbICH's solution](#)

1674.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[XaRDKoDbICH's solution](#)

1675.

102214A

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1676.

102185B

[BDB000AC,,@Cä2C =CÔ0Dò FCT=C](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1677.

102420K

[Magical XML](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1678.

102420A

[AtU04@Cä1CäFC\\$5D\\$0CÄ8](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1679.

101618E

[B 00D>0\\$>CDAD\\$2Câ 2 Cò>CT7CD5](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1680.

101784B

[Bt5D\\$K0 5 D ?C,,GC=8](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1681.

102189A

[A120ä1C€](#)

Rating: — · first AC: 2020-03-20 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1682.

102189C

[Changelog generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1683.

102180D

[BSK0002CT=CÔ0Dò <C 3C,,O](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1684.

102180C

[AS0C000 C, BCTBD 0CD8](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1685.

102180B

[A000000C´=CT=C,,5 C40D 4CT@Cä1C](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1686.

102180A

[A00D\\$00 C, AC >D K](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1687.

100092B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1688.

100092A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1689.

102203H

[A](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1690.

102203A

[AD>C@Cä ?Cä6C ;Cä2C BDÂ =C \\$C'>D 8CÔC!](#)

Rating: — · first AC: 2020-02-22 · Python 3 (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1691.

102461A

[Expression Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · Python 3 (first AC) · Tags: —

[XaRDKoDbICH's solution](#)

1692.

1298E

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[XaRDKoDbICH's solution](#)

1693.

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, math

[XaRDKoDbICH's solution](#)

1694.

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, strings

[XaRDKoDbICH's solution](#)

1695.

1298B

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[XaRDKoDbICH's solution](#)

1696.

1298A

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

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, math

[XaRDKoDbICH's solution](#)