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Unique solved — Sherbiny

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

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

Filters: none

Count: 2,484

1.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[_Sherbiny's solution](#)

2.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,738 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

3.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,983 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[_Sherbiny's solution](#)

4.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,472 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[_Sherbiny's solution](#)

5.

2189A

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

Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

6.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,721 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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7.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,109 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[_Sherbiny's solution](#)

8.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[_Sherbiny's solution](#)

9.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[_Sherbiny's solution](#)

10.

2173A

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

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[_Sherbiny's solution](#)

11.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[_Sherbiny's solution](#)

12.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force
[_Sherbiny's solution](#)

13.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,068 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[_Sherbiny's solution](#)

14.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
[_Sherbiny's solution](#)

15.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,493 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
[_Sherbiny's solution](#)

16.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[_Sherbiny's solution](#)

17.

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[_Sherbiny's solution](#)

18.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[_Sherbiny's solution](#)

19.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[_Sherbiny's solution](#)

20.

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[_Sherbiny's solution](#)

21.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

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

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22.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[_Sherbiny's solution](#)

23.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[_Sherbiny's solution](#)

24.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[_Sherbiny's solution](#)

25.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[_Sherbiny's solution](#)

26.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[_Sherbiny's solution](#)

27.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

28.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[_Sherbiny's solution](#)

29.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[_Sherbiny's solution](#)

30.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,103 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[_Sherbiny's solution](#)

31.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

32.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[_Sherbiny's solution](#)

33.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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34.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

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35.

2110A

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

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

[_Sherbiny's solution](#)

36.

2109A

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

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

37.

2107A

[LRC and VIP](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

38.

2108A

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

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

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39.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[_Sherbiny's solution](#)

40.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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41.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[_Sherbiny's solution](#)

42.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[_Sherbiny's solution](#)

43.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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44.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[_Sherbiny's solution](#)

45.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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46.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

47.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 800 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[_Sherbiny's solution](#)

48.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,300 global accepts · Rating: 800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[_Sherbiny's solution](#)

49.

2071A

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

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[_Sherbiny's solution](#)

50.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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51.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[_Sherbiny's solution](#)

52.

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[_Sherbiny's solution](#)

53.

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[_Sherbiny's solution](#)

54.

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[_Sherbiny's solution](#)

55.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[_Sherbiny's solution](#)

56.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[_Sherbiny's solution](#)

57.

2053A

[Tender Carpenter](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

58.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[_Sherbiny's solution](#)

59.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,766 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[_Sherbiny's solution](#)

60.

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

61.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

62.

2048A

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

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

[_Sherbiny's solution](#)

63.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

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64.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[_Sherbiny's solution](#)

65.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[_Sherbiny's solution](#)

66.

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[_Sherbiny's solution](#)

67.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[_Sherbiny's solution](#)

68.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

69.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[_Sherbiny's solution](#)

70.

2033A

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

Quality: 41,165 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[_Sherbiny's solution](#)

71.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[_Sherbiny's solution](#)

72.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[_Sherbiny's solution](#)

73.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[_Sherbiny's solution](#)

74.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

75.

2020A

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

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

[_Sherbiny's solution](#)

76.

2013A

[Zhan's Blender](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

77.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[_Sherbiny's solution](#)

78.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

79.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[_Sherbiny's solution](#)

80.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[_Sherbiny's solution](#)

81.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[_Sherbiny's solution](#)

82.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

83.

1999A

[A+B Again? · Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[_Sherbiny's solution](#)

84.

1993A

[Question Marks · Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

85.

1992B

[Angry Monk · Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[_Sherbiny's solution](#)

86.

1992A

[Only Pluses · Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[_Sherbiny's solution](#)

87.

1979A

[Guess the Maximum · Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[_Sherbiny's solution](#)

88.

1980B

[Choosing Cubes · Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[_Sherbiny's solution](#)

89.

1980A

[Problem Generator · Tutorial](#)

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[_Sherbiny's solution](#)

90.

1976A

[Verify Password · Tutorial](#)

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

[_Sherbiny's solution](#)

91.

1913A

[Rating Increase · Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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92.

1977A

[Little Nikita · Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[_Sherbiny's solution](#)

93.

1972A

[Contest Proposal · Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

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94.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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95.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[_Sherbiny's solution](#)

96.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[_Sherbiny's solution](#)

97.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[_Sherbiny's solution](#)

98.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[_Sherbiny's solution](#)

99.

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: strings

[_Sherbiny's solution](#)

100.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[_Sherbiny's solution](#)

101.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[_Sherbiny's solution](#)

102.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[_Sherbiny's solution](#)

103.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[_Sherbiny's solution](#)

104.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[_Sherbiny's solution](#)

105.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

106.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

107.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[_Sherbiny's solution](#)

108.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[_Sherbiny's solution](#)

109.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

110.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,635 global accepts · Rating: 800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[_Sherbiny's solution](#)

111.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[_Sherbiny's solution](#)

112.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

113.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,459 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

114.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[_Sherbiny's solution](#)

115.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

116.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

117.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

118.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[_Sherbiny's solution](#)

119.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

120.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[_Sherbiny's solution](#)

121.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,192 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[_Sherbiny's solution](#)

122.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[_Sherbiny's solution](#)

123.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[_Sherbiny's solution](#)

124.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[_Sherbiny's solution](#)

125.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,157 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[_Sherbiny's solution](#)

126.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

127.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[_Sherbiny's solution](#)

128.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[_Sherbiny's solution](#)

129.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[_Sherbiny's solution](#)

130.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[_Sherbiny's solution](#)

131.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,201 global accepts · Rating: 800 · first AC: 2022-11-25 · last AC: 2023-10-14 · Clang++20 Diagnostics (first AC) · Tags: math

[_Sherbiny's solution](#)

132.

1335A

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

Quality: 104,814 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[_Sherbiny's solution](#)

133.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[_Sherbiny's solution](#)

134.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,709 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

135.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[_Sherbiny's solution](#)

136.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,038 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[_Sherbiny's solution](#)

137.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[_Sherbiny's solution](#)

138.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,417 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[_Sherbiny's solution](#)

139.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[_Sherbiny's solution](#)

140.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[_Sherbiny's solution](#)

141.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

142.

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[_Sherbiny's solution](#)

143.

1867A

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

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

[_Sherbiny's solution](#)

144.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[_Sherbiny's solution](#)

145.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[_Sherbiny's solution](#)

146.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

147.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[_Sherbiny's solution](#)

148.

1831A

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

Quality: 46,322 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[_Sherbiny's solution](#)

149.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2023-08-16 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[_Sherbiny's solution](#)

150.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,442 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[_Sherbiny's solution](#)

151.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[_Sherbiny's solution](#)

152.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

153.

1856A

[Tales of a Sort](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

154.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[_Sherbiny's solution](#)

155.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

156.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[_Sherbiny's solution](#)

157.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[_Sherbiny's solution](#)

158.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,075 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[_Sherbiny's solution](#)

159.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[_Sherbiny's solution](#)

160.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[_Sherbiny's solution](#)

161.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[_Sherbiny's solution](#)

162.

1845A

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

Quality: 47,385 global accepts · Rating: 800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[_Sherbiny's solution](#)

163.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[_Sherbiny's solution](#)

164.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[_Sherbiny's solution](#)

165.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[_Sherbiny's solution](#)

166.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,708 global accepts · Rating: 800 · first AC: 2023-06-13 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[_Sherbiny's solution](#)

167.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[_Sherbiny's solution](#)

168.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[_Sherbiny's solution](#)

169.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

170.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation

[_Sherbiny's solution](#)

171.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,034 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[_Sherbiny's solution](#)

172.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[_Sherbiny's solution](#)

173.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[_Sherbiny's solution](#)

174.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

175.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[_Sherbiny's solution](#)

176.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[_Sherbiny's solution](#)

177.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[_Sherbiny's solution](#)

178.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[_Sherbiny's solution](#)

179.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[_Sherbiny's solution](#)

180.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[_Sherbiny's solution](#)

181.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[_Sherbiny's solution](#)

182.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

183.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[_Sherbiny's solution](#)

184.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

185.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[_Sherbiny's solution](#)

186.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[_Sherbiny's solution](#)

187.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[_Sherbiny's solution](#)

188.

59A

[Word](#) · [Tutorial](#)

Quality: 227,992 global accepts · Rating: 800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[_Sherbiny's solution](#)

189.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,106 global accepts · Rating: 800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[_Sherbiny's solution](#)

190.

281A

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

Quality: 271,053 global accepts · Rating: 800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[_Sherbiny's solution](#)

191.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,336 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[_Sherbiny's solution](#)

192.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

193.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,741 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

194.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[_Sherbiny's solution](#)

195.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,110 global accepts · Rating: 800 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[_Sherbiny's solution](#)

196.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,561 global accepts · Rating: 800 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

197.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,038 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[_Sherbiny's solution](#)

198.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[_Sherbiny's solution](#)

199.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,641 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[_Sherbiny's solution](#)

200.

266A

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

Quality: 244,626 global accepts · Rating: 800 · first AC: 2022-12-03 · Clang++20 Diagnostics (first AC) · Tags: implementation

[_Sherbiny's solution](#)

201.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,429 global accepts · Rating: 800 · first AC: 2022-12-02 · Clang++20 Diagnostics (first AC) · Tags: greedy, implementation, sortings, strings

[_Sherbiny's solution](#)

202.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2022-11-27 · Clang++20 Diagnostics (first AC) · Tags: implementation, strings

[_Sherbiny's solution](#)

203.

71A

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

Quality: 503,378 global accepts · Rating: 800 · first AC: 2022-11-26 · Clang++20 Diagnostics (first AC) · Tags: strings

[_Sherbiny's solution](#)

204.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,078 global accepts · Rating: 800 · first AC: 2022-11-26 · Clang++20 Diagnostics (first AC) · Tags: implementation

[_Sherbiny's solution](#)

205.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,382 global accepts · Rating: 800 · first AC: 2022-11-25 · Clang++20 Diagnostics (first AC) · Tags: implementation

[_Sherbiny's solution](#)

206.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2022-11-25 · Clang++20 Diagnostics (first AC) · Tags: *special, implementation

[_Sherbiny's solution](#)

207.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[_Sherbiny's solution](#)

208.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,999 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[_Sherbiny's solution](#)

209.

2169A

[Alice and Bob](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

210.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

211.

2140B

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

Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[_Sherbiny's solution](#)

212.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[_Sherbiny's solution](#)

213.

2110B

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

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

[_Sherbiny's solution](#)

214.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,385 global accepts · Rating: 900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[_Sherbiny's solution](#)

215.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

216.

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[_Sherbiny's solution](#)

217.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[_Sherbiny's solution](#)

218.

2048B

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

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

[_Sherbiny's solution](#)

219.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[_Sherbiny's solution](#)

220.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[_Sherbiny's solution](#)

221.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[_Sherbiny's solution](#)

222.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[_Sherbiny's solution](#)

223.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[_Sherbiny's solution](#)

224.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[_Sherbiny's solution](#)

225.

2013B

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

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

226.

2005A

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

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

227.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[_Sherbiny's solution](#)

228.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[_Sherbiny's solution](#)

229.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games
[_Sherbiny's solution](#)

230.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[_Sherbiny's solution](#)

231.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[_Sherbiny's solution](#)

232.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[_Sherbiny's solution](#)

233.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[_Sherbiny's solution](#)

234.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[_Sherbiny's solution](#)

235.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[_Sherbiny's solution](#)

236.

1896B

[AB Flipping](#) · [Tutorial](#)

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

237.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,711 global accepts · Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings
[_Sherbiny's solution](#)

238.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[_Sherbiny's solution](#)

239.

1875A

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

Quality: 47,028 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[_Sherbiny's solution](#)

240.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math
[_Sherbiny's solution](#)

241.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: math
[_Sherbiny's solution](#)

242.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[_Sherbiny's solution](#)

243.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[_Sherbiny's solution](#)

244.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[_Sherbiny's solution](#)

245.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,836 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[_Sherbiny's solution](#)

246.

115A

[Party](#) · [Tutorial](#)

Quality: 43,365 global accepts · Rating: 900 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[_Sherbiny's solution](#)

247.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[_Sherbiny's solution](#)

248.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,138 global accepts · Rating: 900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

249.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[_Sherbiny's solution](#)

250.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[_Sherbiny's solution](#)

251.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,396 global accepts · Rating: 900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

252.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

253.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[_Sherbiny's solution](#)

254.

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

255.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[_Sherbiny's solution](#)

256.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 900 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[_Sherbiny's solution](#)

257.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 900 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[_Sherbiny's solution](#)

258.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[_Sherbiny's solution](#)

259.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,708 global accepts · Rating: 900 · first AC: 2022-11-26 · Clang++20 Diagnostics (first AC) · Tags: brute force, dp, implementation

[_Sherbiny's solution](#)

260.

96A

[Football](#) · [Tutorial](#)

Quality: 193,679 global accepts · Rating: 900 · first AC: 2022-11-25 · Clang++20 Diagnostics (first AC) · Tags: implementation, strings

[_Sherbiny's solution](#)

261.

2167D

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

Quality: 30,215 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[_Sherbiny's solution](#)

262.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[_Sherbiny's solution](#)

263.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[_Sherbiny's solution](#)

264.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[_Sherbiny's solution](#)

265.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[_Sherbiny's solution](#)

266.

2144B

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

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

[_Sherbiny's solution](#)

267.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math, number theory

[_Sherbiny's solution](#)

268.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[_Sherbiny's solution](#)

269.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[_Sherbiny's solution](#)

270.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[_Sherbiny's solution](#)

271.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[_Sherbiny's solution](#)

272.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[_Sherbiny's solution](#)

273.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[_Sherbiny's solution](#)

274.

2040B

[Paint a Strip](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

275.

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

[_Sherbiny's solution](#)

276.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[_Sherbiny's solution](#)

277.

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[_Sherbiny's solution](#)

278.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[_Sherbiny's solution](#)

279.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[_Sherbiny's solution](#)

280.

1998B

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

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

[_Sherbiny's solution](#)

281.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[_Sherbiny's solution](#)

282.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

283.

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

[_Sherbiny's solution](#)

284.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: strings

[_Sherbiny's solution](#)

285.

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
[_Sherbiny's solution](#)

286.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[_Sherbiny's solution](#)

287.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[_Sherbiny's solution](#)

288.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[_Sherbiny's solution](#)

289.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
[_Sherbiny's solution](#)

290.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[_Sherbiny's solution](#)

291.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,201 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[_Sherbiny's solution](#)

292.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[_Sherbiny's solution](#)

293.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings
[_Sherbiny's solution](#)

294.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math
[_Sherbiny's solution](#)

295.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[_Sherbiny's solution](#)

296.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[_Sherbiny's solution](#)

297.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[_Sherbiny's solution](#)

298.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,589 global accepts · Rating: 1000 · first AC: 2023-06-06 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
[_Sherbiny's solution](#)

299.

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[_Sherbiny's solution](#)

300.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[_Sherbiny's solution](#)

301.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[_Sherbiny's solution](#)

302.

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
[_Sherbiny's solution](#)

303.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[_Sherbiny's solution](#)

304.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,944 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[_Sherbiny's solution](#)

305.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[_Sherbiny's solution](#)

306.

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[_Sherbiny's solution](#)

307.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

308.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[_Sherbiny's solution](#)

309.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[_Sherbiny's solution](#)

310.

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

[_Sherbiny's solution](#)

311.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[_Sherbiny's solution](#)

312.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

313.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[_Sherbiny's solution](#)

314.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[_Sherbiny's solution](#)

315.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[_Sherbiny's solution](#)

316.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[_Sherbiny's solution](#)

317.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2022-11-27 · Clang++20 Diagnostics (first AC) · Tags: implementation, strings

[_Sherbiny's solution](#)

318.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2022-11-25 · Clang++20 Diagnostics (first AC) · Tags: brute force, constructive algorithms, strings

[_Sherbiny's solution](#)

319.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[_Sherbiny's solution](#)

320.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[_Sherbiny's solution](#)

321.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[_Sherbiny's solution](#)

322.

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[_Sherbiny's solution](#)

323.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

324.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[_Sherbiny's solution](#)

325.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

326.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[_Sherbiny's solution](#)

327.

2125C

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

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

[_Sherbiny's solution](#)

328.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

329.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[_Sherbiny's solution](#)

330.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[_Sherbiny's solution](#)

331.

2107B

[Apples in Boxes](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

332.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[_Sherbiny's solution](#)

333.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

334.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

335.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[_Sherbiny's solution](#)

336.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[_Sherbiny's solution](#)

337.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[_Sherbiny's solution](#)

338.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[_Sherbiny's solution](#)

339.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[_Sherbiny's solution](#)

340.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[_Sherbiny's solution](#)

341.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[_Sherbiny's solution](#)

342.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[_Sherbiny's solution](#)

343.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[_Sherbiny's solution](#)

344.

2036C

[Any and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[_Sherbiny's solution](#)

345.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy
[_Sherbiny's solution](#)

346.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[_Sherbiny's solution](#)

347.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[_Sherbiny's solution](#)

348.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[_Sherbiny's solution](#)

349.

1993B

[Parity and Sum](#) · [Tutorial](#)

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

350.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[_Sherbiny's solution](#)

351.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[_Sherbiny's solution](#)

352.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[_Sherbiny's solution](#)

353.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[_Sherbiny's solution](#)

354.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory
[_Sherbiny's solution](#)

355.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[_Sherbiny's solution](#)

356.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[_Sherbiny's solution](#)

357.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[_Sherbiny's solution](#)

358.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[_Sherbiny's solution](#)

359.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

360.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[_Sherbiny's solution](#)

361.

1902B

[Getting Points](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

362.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[_Sherbiny's solution](#)

363.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

364.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[_Sherbiny's solution](#)

365.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,970 global accepts · Rating: 1100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[_Sherbiny's solution](#)

366.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[_Sherbiny's solution](#)

367.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,861 global accepts · Rating: 1100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[_Sherbiny's solution](#)

368.

1873E

[Building an Aquarium](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

369.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[_Sherbiny's solution](#)

370.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[_Sherbiny's solution](#)

371.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[_Sherbiny's solution](#)

372.

1863C

[MEX Repetition](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

373.

1863B

[Split Sort](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

374.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[_Sherbiny's solution](#)

375.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[_Sherbiny's solution](#)

376.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[_Sherbiny's solution](#)

377.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[_Sherbiny's solution](#)

378.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[_Sherbiny's solution](#)

379.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[_Sherbiny's solution](#)

380.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[_Sherbiny's solution](#)

381.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[_Sherbiny's solution](#)

382.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[_Sherbiny's solution](#)

383.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[_Sherbiny's solution](#)

384.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 1100 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, strings

[_Sherbiny's solution](#)

385.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[_Sherbiny's solution](#)

386.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[_Sherbiny's solution](#)

387.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

388.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

389.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,828 global accepts · Rating: 1100 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

390.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,296 global accepts · Rating: 1100 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[_Sherbiny's solution](#)

391.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[_Sherbiny's solution](#)

392.

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[_Sherbiny's solution](#)

393.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,096 global accepts · Rating: 1100 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[_Sherbiny's solution](#)

394.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[_Sherbiny's solution](#)

395.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[_Sherbiny's solution](#)

396.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[_Sherbiny's solution](#)

397.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[_Sherbiny's solution](#)

398.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[_Sherbiny's solution](#)

399.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[_Sherbiny's solution](#)

400.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[_Sherbiny's solution](#)

401.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[_Sherbiny's solution](#)

402.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[_Sherbiny's solution](#)

403.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[_Sherbiny's solution](#)

404.

2136C

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

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

[_Sherbiny's solution](#)

405.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[_Sherbiny's solution](#)

406.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[_Sherbiny's solution](#)

407.

2126D

[This Is the Last Time](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

408.

2113B

[Good Start](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

409.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[_Sherbiny's solution](#)

410.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[_Sherbiny's solution](#)

411.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[_Sherbiny's solution](#)

412.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[_Sherbiny's solution](#)

413.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[_Sherbiny's solution](#)

414.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[_Sherbiny's solution](#)

415.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[_Sherbiny's solution](#)

416.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[_Sherbiny's solution](#)

417.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[_Sherbiny's solution](#)

418.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[_Sherbiny's solution](#)

419.

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

[_Sherbiny's solution](#)

420.

1808B

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

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[_Sherbiny's solution](#)

421.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[_Sherbiny's solution](#)

422.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[_Sherbiny's solution](#)

423.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[_Sherbiny's solution](#)

424.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[_Sherbiny's solution](#)

425.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[_Sherbiny's solution](#)

426.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[_Sherbiny's solution](#)

427.

1979C

[Earning on Bets](#) · [Tutorial](#)

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
[_Sherbiny's solution](#)

428.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[_Sherbiny's solution](#)

429.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[_Sherbiny's solution](#)

430.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[_Sherbiny's solution](#)

431.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[_Sherbiny's solution](#)

432.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[_Sherbiny's solution](#)

433.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[_Sherbiny's solution](#)

434.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[_Sherbiny's solution](#)

435.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[_Sherbiny's solution](#)

436.

1729D

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

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[_Sherbiny's solution](#)

437.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[_Sherbiny's solution](#)

438.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[_Sherbiny's solution](#)

439.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[_Sherbiny's solution](#)

440.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[_Sherbiny's solution](#)

441.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math
[_Sherbiny's solution](#)

442.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2022-11-27 · last AC: 2023-08-30 · Clang++20 Diagnostics (first AC) · Tags: implementation, sortings
[_Sherbiny's solution](#)

443.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[_Sherbiny's solution](#)

444.

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
[_Sherbiny's solution](#)

445.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[_Sherbiny's solution](#)

446.

1857C

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

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[_Sherbiny's solution](#)

447.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[_Sherbiny's solution](#)

448.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[_Sherbiny's solution](#)

449.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[_Sherbiny's solution](#)

450.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[_Sherbiny's solution](#)

451.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[_Sherbiny's solution](#)

452.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[_Sherbiny's solution](#)

453.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[_Sherbiny's solution](#)

454.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,883 global accepts · Rating: 1200 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings

[_Sherbiny's solution](#)

455.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[_Sherbiny's solution](#)

456.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[_Sherbiny's solution](#)

457.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[_Sherbiny's solution](#)

458.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[_Sherbiny's solution](#)

459.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
[_Sherbiny's solution](#)

460.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers
[_Sherbiny's solution](#)

461.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,122 global accepts · Rating: 1300 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[_Sherbiny's solution](#)

462.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms
[_Sherbiny's solution](#)

463.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[_Sherbiny's solution](#)

464.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[_Sherbiny's solution](#)

465.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[_Sherbiny's solution](#)

466.

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[_Sherbiny's solution](#)

467.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[_Sherbiny's solution](#)

468.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[_Sherbiny's solution](#)

469.

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

[_Sherbiny's solution](#)

470.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2024-06-07 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[_Sherbiny's solution](#)

471.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[_Sherbiny's solution](#)

472.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[_Sherbiny's solution](#)

473.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[_Sherbiny's solution](#)

474.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[_Sherbiny's solution](#)

475.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-11-14 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[_Sherbiny's solution](#)

476.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[_Sherbiny's solution](#)

477.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[_Sherbiny's solution](#)

478.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[_Sherbiny's solution](#)

479.

2024C

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

Rating: 1300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[_Sherbiny's solution](#)

480.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[_Sherbiny's solution](#)

481.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[_Sherbiny's solution](#)

482.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[_Sherbiny's solution](#)

483.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[_Sherbiny's solution](#)

484.

1980C

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

Quality: 21,704 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[_Sherbiny's solution](#)

485.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[_Sherbiny's solution](#)

486.

1973B

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

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

[_Sherbiny's solution](#)

487.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2024-04-15 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[_Sherbiny's solution](#)

488.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[_Sherbiny's solution](#)

489.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[_Sherbiny's solution](#)

490.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[_Sherbiny's solution](#)

491.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[_Sherbiny's solution](#)

492.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[_Sherbiny's solution](#)

493.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[_Sherbiny's solution](#)

494.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[_Sherbiny's solution](#)

495.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[_Sherbiny's solution](#)

496.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[_Sherbiny's solution](#)

497.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[_Sherbiny's solution](#)

498.

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

[_Sherbiny's solution](#)

499.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[_Sherbiny's solution](#)

500.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[_Sherbiny's solution](#)

501.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, math

[_Sherbiny's solution](#)

502.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[_Sherbiny's solution](#)

503.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[_Sherbiny's solution](#)

504.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[_Sherbiny's solution](#)

505.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[_Sherbiny's solution](#)

506.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[_Sherbiny's solution](#)

507.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: math
[_Sherbiny's solution](#)

508.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[_Sherbiny's solution](#)

509.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[_Sherbiny's solution](#)

510.

426B

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

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[_Sherbiny's solution](#)

511.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[_Sherbiny's solution](#)

512.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[_Sherbiny's solution](#)

513.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[_Sherbiny's solution](#)

514.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees
[_Sherbiny's solution](#)

515.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[_Sherbiny's solution](#)

516.

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[_Sherbiny's solution](#)

517.

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

[_Sherbiny's solution](#)

518.

304C

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

Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[_Sherbiny's solution](#)

519.

1846E1

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

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[_Sherbiny's solution](#)

520.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force

[_Sherbiny's solution](#)

521.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[_Sherbiny's solution](#)

522.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[_Sherbiny's solution](#)

523.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

524.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[_Sherbiny's solution](#)

525.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[_Sherbiny's solution](#)

526.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,536 global accepts · Rating: 1300 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[_Sherbiny's solution](#)

527.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[_Sherbiny's solution](#)

528.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,885 global accepts · Rating: 1300 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[_Sherbiny's solution](#)

529.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[_Sherbiny's solution](#)

530.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[_Sherbiny's solution](#)

531.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,069 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy
[_Sherbiny's solution](#)

532.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · last AC: 2025-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[_Sherbiny's solution](#)

533.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,461 global accepts · Rating: 1400 · first AC: 2023-06-18 · last AC: 2025-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
[_Sherbiny's solution](#)

534.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[_Sherbiny's solution](#)

535.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[_Sherbiny's solution](#)

536.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[_Sherbiny's solution](#)

537.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · last AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[_Sherbiny's solution](#)

538.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[_Sherbiny's solution](#)

539.

2111D

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

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[_Sherbiny's solution](#)

540.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[_Sherbiny's solution](#)

541.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[_Sherbiny's solution](#)

542.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[_Sherbiny's solution](#)

543.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[_Sherbiny's solution](#)

544.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

545.

2067D

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

Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[_Sherbiny's solution](#)

546.

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

[_Sherbiny's solution](#)

547.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[_Sherbiny's solution](#)

548.

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[_Sherbiny's solution](#)

549.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[_Sherbiny's solution](#)

550.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[_Sherbiny's solution](#)

551.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[_Sherbiny's solution](#)

552.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[_Sherbiny's solution](#)

553.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[_Sherbiny's solution](#)

554.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[_Sherbiny's solution](#)

555.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[_Sherbiny's solution](#)

556.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[_Sherbiny's solution](#)

557.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[_Sherbiny's solution](#)

558.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[_Sherbiny's solution](#)

559.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[_Sherbiny's solution](#)

560.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[_Sherbiny's solution](#)

561.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[_Sherbiny's solution](#)

562.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[_Sherbiny's solution](#)

563.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[_Sherbiny's solution](#)

564.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[_Sherbiny's solution](#)

565.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[_Sherbiny's solution](#)

566.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[_Sherbiny's solution](#)

567.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[_Sherbiny's solution](#)

568.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2024-04-11 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[_Sherbiny's solution](#)

569.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[_Sherbiny's solution](#)

570.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[_Sherbiny's solution](#)

571.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[_Sherbiny's solution](#)

572.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[_Sherbiny's solution](#)

573.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[_Sherbiny's solution](#)

574.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[_Sherbiny's solution](#)

575.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[_Sherbiny's solution](#)

576.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[_Sherbiny's solution](#)

577.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[_Sherbiny's solution](#)

578.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[_Sherbiny's solution](#)

579.

1883G1

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

Quality: 19,562 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[_Sherbiny's solution](#)

580.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[_Sherbiny's solution](#)

581.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

582.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[_Sherbiny's solution](#)

583.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[_Sherbiny's solution](#)

584.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[_Sherbiny's solution](#)

585.

1183D

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

Quality: 20,430 global accepts · Rating: 1400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[_Sherbiny's solution](#)

586.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[_Sherbiny's solution](#)

587.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[_Sherbiny's solution](#)

588.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2023-09-09 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[_Sherbiny's solution](#)

589.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[_Sherbiny's solution](#)

590.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[_Sherbiny's solution](#)

591.

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

[_Sherbiny's solution](#)

592.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[_Sherbiny's solution](#)

593.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[_Sherbiny's solution](#)

594.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[_Sherbiny's solution](#)

595.

1831C

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

Rating: 1400 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[_Sherbiny's solution](#)

596.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[_Sherbiny's solution](#)

597.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[_Sherbiny's solution](#)

598.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[_Sherbiny's solution](#)

599.

1855C1

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

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

[_Sherbiny's solution](#)

600.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[_Sherbiny's solution](#)

601.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[_Sherbiny's solution](#)

602.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[_Sherbiny's solution](#)

603.

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

[_Sherbiny's solution](#)

604.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[_Sherbiny's solution](#)

605.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, games

[_Sherbiny's solution](#)

606.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[_Sherbiny's solution](#)

607.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,200 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[_Sherbiny's solution](#)

608.

111A

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

Quality: 5,173 global accepts · Rating: 1400 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

609.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[_Sherbiny's solution](#)

610.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[_Sherbiny's solution](#)

611.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,302 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[_Sherbiny's solution](#)

612.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[_Sherbiny's solution](#)

613.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[_Sherbiny's solution](#)

614.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[_Sherbiny's solution](#)

615.

2149E

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

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[_Sherbiny's solution](#)

616.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[_Sherbiny's solution](#)

617.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[_Sherbiny's solution](#)

618.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[_Sherbiny's solution](#)

619.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[_Sherbiny's solution](#)

620.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[_Sherbiny's solution](#)

621.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[_Sherbiny's solution](#)

622.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[_Sherbiny's solution](#)

623.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[_Sherbiny's solution](#)

624.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[_Sherbiny's solution](#)

625.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[_Sherbiny's solution](#)

626.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2024-06-07 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[_Sherbiny's solution](#)

627.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[_Sherbiny's solution](#)

628.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[_Sherbiny's solution](#)

629.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[_Sherbiny's solution](#)

630.

2069C

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

Quality: 14,827 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[_Sherbiny's solution](#)

631.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[_Sherbiny's solution](#)

632.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[_Sherbiny's solution](#)

633.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[_Sherbiny's solution](#)

634.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2023-09-16 · last AC: 2024-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[_Sherbiny's solution](#)

635.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[_Sherbiny's solution](#)

636.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[_Sherbiny's solution](#)

637.

1999G1

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

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

[_Sherbiny's solution](#)

638.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[_Sherbiny's solution](#)

639.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[_Sherbiny's solution](#)

640.

1997D

[Maximize the Root](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

641.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,341 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[_Sherbiny's solution](#)

642.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[_Sherbiny's solution](#)

643.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[_Sherbiny's solution](#)

644.

1690E

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

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[_Sherbiny's solution](#)

645.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation

[_Sherbiny's solution](#)

646.

1950E

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

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[_Sherbiny's solution](#)

647.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[_Sherbiny's solution](#)

648.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[_Sherbiny's solution](#)

649.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[_Sherbiny's solution](#)

650.

1872E

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

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[_Sherbiny's solution](#)

651.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[_Sherbiny's solution](#)

652.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

653.

1877D

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

Rating: 1500 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[_Sherbiny's solution](#)

654.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[_Sherbiny's solution](#)

655.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[_Sherbiny's solution](#)

656.

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

[_Sherbiny's solution](#)

657.

1791F

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

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[_Sherbiny's solution](#)

658.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, sortings

[_Sherbiny's solution](#)

659.

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[_Sherbiny's solution](#)

660.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[_Sherbiny's solution](#)

661.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[_Sherbiny's solution](#)

662.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

663.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[_Sherbiny's solution](#)

664.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

665.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[_Sherbiny's solution](#)

666.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[_Sherbiny's solution](#)

667.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1500 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[_Sherbiny's solution](#)

668.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[_Sherbiny's solution](#)

669.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,932 global accepts · Rating: 1500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers
[_Sherbiny's solution](#)

670.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar
[_Sherbiny's solution](#)

671.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[_Sherbiny's solution](#)

672.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
[_Sherbiny's solution](#)

673.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[_Sherbiny's solution](#)

674.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[_Sherbiny's solution](#)

675.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory
[_Sherbiny's solution](#)

676.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[_Sherbiny's solution](#)

677.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
[_Sherbiny's solution](#)

678.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[_Sherbiny's solution](#)

679.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[_Sherbiny's solution](#)

680.

2167E

[Khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[_Sherbiny's solution](#)

681.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[_Sherbiny's solution](#)

682.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[_Sherbiny's solution](#)

683.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[_Sherbiny's solution](#)

684.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[_Sherbiny's solution](#)

685.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[_Sherbiny's solution](#)

686.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · last AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[_Sherbiny's solution](#)

687.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[_Sherbiny's solution](#)

688.

453A

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

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2024-06-07 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[_Sherbiny's solution](#)

689.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · last AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[_Sherbiny's solution](#)

690.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[_Sherbiny's solution](#)

691.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[_Sherbiny's solution](#)

692.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[_Sherbiny's solution](#)

693.

2051E

[Best Price](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

694.

2048D

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

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

[_Sherbiny's solution](#)

695.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[_Sherbiny's solution](#)

696.

2040C

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

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

[_Sherbiny's solution](#)

697.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[_Sherbiny's solution](#)

698.

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[_Sherbiny's solution](#)

699.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[_Sherbiny's solution](#)

700.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[_Sherbiny's solution](#)

701.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[_Sherbiny's solution](#)

702.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[_Sherbiny's solution](#)

703.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[_Sherbiny's solution](#)

704.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[_Sherbiny's solution](#)

705.

888D

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

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[_Sherbiny's solution](#)

706.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[_Sherbiny's solution](#)

707.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[_Sherbiny's solution](#)

708.

1956C

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

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[_Sherbiny's solution](#)

709.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[_Sherbiny's solution](#)

710.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[_Sherbiny's solution](#)

711.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[_Sherbiny's solution](#)

712.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[_Sherbiny's solution](#)

713.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[_Sherbiny's solution](#)

714.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[_Sherbiny's solution](#)

715.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[_Sherbiny's solution](#)

716.

1917C

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

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[_Sherbiny's solution](#)

717.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[_Sherbiny's solution](#)

718.

1526C2

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

Quality: 29,755 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[_Sherbiny's solution](#)

719.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[_Sherbiny's solution](#)

720.

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[_Sherbiny's solution](#)

721.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: math
[_Sherbiny's solution](#)

722.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees
[_Sherbiny's solution](#)

723.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[_Sherbiny's solution](#)

724.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp
[_Sherbiny's solution](#)

725.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[_Sherbiny's solution](#)

726.

1741E

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

Quality: 17,801 global accepts · Rating: 1600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp
[_Sherbiny's solution](#)

727.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[_Sherbiny's solution](#)

728.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[_Sherbiny's solution](#)

729.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[_Sherbiny's solution](#)

730.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp
[_Sherbiny's solution](#)

731.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[_Sherbiny's solution](#)

732.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[_Sherbiny's solution](#)

733.

1822E

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

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
[_Sherbiny's solution](#)

734.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math
[_Sherbiny's solution](#)

735.

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[_Sherbiny's solution](#)

736.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[_Sherbiny's solution](#)

737.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[_Sherbiny's solution](#)

738.

344C

[Rational Resistance](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[_Sherbiny's solution](#)

739.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: math
[_Sherbiny's solution](#)

740.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force
[_Sherbiny's solution](#)

741.

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[_Sherbiny's solution](#)

742.

1862E

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

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[_Sherbiny's solution](#)

743.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,061 global accepts · Rating: 1600 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar
[_Sherbiny's solution](#)

744.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[_Sherbiny's solution](#)

745.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[_Sherbiny's solution](#)

746.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs
[_Sherbiny's solution](#)

747.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[_Sherbiny's solution](#)

748.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation
[_Sherbiny's solution](#)

749.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[_Sherbiny's solution](#)

750.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[_Sherbiny's solution](#)

751.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[_Sherbiny's solution](#)

752.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[_Sherbiny's solution](#)

753.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[_Sherbiny's solution](#)

754.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[_Sherbiny's solution](#)

755.

2118D1

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

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[_Sherbiny's solution](#)

756.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[_Sherbiny's solution](#)

757.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[_Sherbiny's solution](#)

758.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2024-04-22 · last AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[_Sherbiny's solution](#)

759.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[_Sherbiny's solution](#)

760.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[_Sherbiny's solution](#)

761.

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

[_Sherbiny's solution](#)

762.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,541 global accepts · Rating: 1700 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[_Sherbiny's solution](#)

763.

2090D

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

Rating: 1700 · first AC: 2025-03-23 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[_Sherbiny's solution](#)

764.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[_Sherbiny's solution](#)

765.

621C

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

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory, probabilities

[_Sherbiny's solution](#)

766.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math, probabilities, trees

[_Sherbiny's solution](#)

767.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[_Sherbiny's solution](#)

768.

518D

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

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[_Sherbiny's solution](#)

769.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, two pointers

[_Sherbiny's solution](#)

770.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[_Sherbiny's solution](#)

771.

2072F

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

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[_Sherbiny's solution](#)

772.

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

[_Sherbiny's solution](#)

773.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[_Sherbiny's solution](#)

774.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[_Sherbiny's solution](#)

775.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[_Sherbiny's solution](#)

776.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[_Sherbiny's solution](#)

777.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[_Sherbiny's solution](#)

778.

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

[_Sherbiny's solution](#)

779.

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[_Sherbiny's solution](#)

780.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[_Sherbiny's solution](#)

781.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[_Sherbiny's solution](#)

782.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[_Sherbiny's solution](#)

783.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[_Sherbiny's solution](#)

784.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[_Sherbiny's solution](#)

785.

1999G2

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

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

[_Sherbiny's solution](#)

786.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[_Sherbiny's solution](#)

787.

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[_Sherbiny's solution](#)

788.

1985H1

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

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[_Sherbiny's solution](#)

789.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[_Sherbiny's solution](#)

790.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[_Sherbiny's solution](#)

791.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[_Sherbiny's solution](#)

792.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[_Sherbiny's solution](#)

793.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[_Sherbiny's solution](#)

794.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[_Sherbiny's solution](#)

795.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, strings

[_Sherbiny's solution](#)

796.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[_Sherbiny's solution](#)

797.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[_Sherbiny's solution](#)

798.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[_Sherbiny's solution](#)

799.

1937C

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

Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[_Sherbiny's solution](#)

800.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[_Sherbiny's solution](#)

801.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[_Sherbiny's solution](#)

802.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[_Sherbiny's solution](#)

803.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[_Sherbiny's solution](#)

804.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2023-12-15 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

805.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[_Sherbiny's solution](#)

806.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[_Sherbiny's solution](#)

807.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[_Sherbiny's solution](#)

808.

1579F

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

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number

theory, shortest paths

[_Sherbiny's solution](#)

809.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,923 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[_Sherbiny's solution](#)

810.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

811.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[_Sherbiny's solution](#)

812.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[_Sherbiny's solution](#)

813.

1879D

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

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[_Sherbiny's solution](#)

814.

1869D1

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

Rating: 1700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[_Sherbiny's solution](#)

815.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[_Sherbiny's solution](#)

816.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[_Sherbiny's solution](#)

817.

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

[_Sherbiny's solution](#)

818.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics,

implementation, math, sortings, two pointers

[_Sherbiny's solution](#)

819.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, shortest paths

[_Sherbiny's solution](#)

820.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[_Sherbiny's solution](#)

821.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: games

[_Sherbiny's solution](#)

822.

22C

[System Administrator](#) · [Tutorial](#)

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[_Sherbiny's solution](#)

823.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[_Sherbiny's solution](#)

824.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

825.

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[_Sherbiny's solution](#)

826.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

827.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

828.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[_Sherbiny's solution](#)

829.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[_Sherbiny's solution](#)

830.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[_Sherbiny's solution](#)

831.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,030 global accepts · Rating: 1700 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[_Sherbiny's solution](#)

832.

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

[_Sherbiny's solution](#)

833.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[_Sherbiny's solution](#)

834.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[_Sherbiny's solution](#)

835.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[_Sherbiny's solution](#)

836.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,632 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[_Sherbiny's solution](#)

837.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[_Sherbiny's solution](#)

838.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[_Sherbiny's solution](#)

839.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[_Sherbiny's solution](#)

840.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[_Sherbiny's solution](#)

841.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[_Sherbiny's solution](#)

842.

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[_Sherbiny's solution](#)

843.

2144D

[Price Tags](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

844.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[_Sherbiny's solution](#)

845.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[_Sherbiny's solution](#)

846.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[_Sherbiny's solution](#)

847.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[_Sherbiny's solution](#)

848.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[_Sherbiny's solution](#)

849.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, probabilities

[_Sherbiny's solution](#)

850.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2024-06-08 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[_Sherbiny's solution](#)

851.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[_Sherbiny's solution](#)

852.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

853.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[_Sherbiny's solution](#)

854.

863D

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

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[_Sherbiny's solution](#)

855.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[_Sherbiny's solution](#)

856.

471D

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

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[_Sherbiny's solution](#)

857.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

858.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[_Sherbiny's solution](#)

859.

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

[_Sherbiny's solution](#)

860.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[_Sherbiny's solution](#)

861.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[_Sherbiny's solution](#)

862.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[_Sherbiny's solution](#)

863.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[_Sherbiny's solution](#)

864.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[_Sherbiny's solution](#)

865.

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[_Sherbiny's solution](#)

866.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[_Sherbiny's solution](#)

867.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2024-09-16 · last AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[_Sherbiny's solution](#)

868.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[_Sherbiny's solution](#)

869.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[_Sherbiny's solution](#)

870.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[_Sherbiny's solution](#)

871.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[_Sherbiny's solution](#)

872.

1979D

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

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[_Sherbiny's solution](#)

873.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[_Sherbiny's solution](#)

874.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

875.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[_Sherbiny's solution](#)

876.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, sortings

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877.

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2023-11-27 · last AC: 2024-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, trees

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878.

221D

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Rating: 1800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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879.

1750D

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880.

1930D1

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

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881.

1954D

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882.

1728D

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883.

1809D

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884.

1955F

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885.

948D

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Rating: 1800 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings, trees

[_Sherbiny's solution](#)

886.

1922E

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887.

1941F

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[_Sherbiny's solution](#)

888.

1935C

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[_Sherbiny's solution](#)

889.

1915G

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[_Sherbiny's solution](#)

890.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-17 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[_Sherbiny's solution](#)

891.

1904D2

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

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[_Sherbiny's solution](#)

892.

543A

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Quality: 8,838 global accepts · Rating: 1800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

893.

1691D

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[_Sherbiny's solution](#)

894.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[_Sherbiny's solution](#)

895.

459D

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[_Sherbiny's solution](#)

896.

1729E

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[_Sherbiny's solution](#)

897.

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[_Sherbiny's solution](#)

898.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[_Sherbiny's solution](#)

899.

1862F

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[_Sherbiny's solution](#)

900.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[_Sherbiny's solution](#)

901.

1674F

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Quality: 5,680 global accepts · Rating: 1800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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902.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2023-09-16 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[_Sherbiny's solution](#)

903.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

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904.

1872F

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905.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

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906.

1572A

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Quality: 10,435 global accepts · Rating: 1800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

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907.

1118F1

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908.

1851F

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Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

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909.

245H

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Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

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910.

1732C1

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Quality: 7,579 global accepts · Rating: 1800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

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911.

1833G

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Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

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912.

61D

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Quality: 7,639 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

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913.

1846F

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

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914.

1846E2

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

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[_Sherbiny's solution](#)

915.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

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916.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[_Sherbiny's solution](#)

917.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[_Sherbiny's solution](#)

918.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp,

greedy, math

[_Sherbiny's solution](#)

919.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[_Sherbiny's solution](#)

920.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[_Sherbiny's solution](#)

921.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[_Sherbiny's solution](#)

922.

1613D

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Quality: 5,305 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[_Sherbiny's solution](#)

923.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[_Sherbiny's solution](#)

924.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[_Sherbiny's solution](#)

925.

2130E1

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

Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[_Sherbiny's solution](#)

926.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[_Sherbiny's solution](#)

927.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[_Sherbiny's solution](#)

928.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, greedy, implementation, sortings, strings

[_Sherbiny's solution](#)

929.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search

[_Sherbiny's solution](#)

930.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[_Sherbiny's solution](#)

931.

1092F

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

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-04-07 · last AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

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932.

2094H

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Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[_Sherbiny's solution](#)

933.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

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934.

2093G

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Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[_Sherbiny's solution](#)

935.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

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936.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[_Sherbiny's solution](#)

937.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[_Sherbiny's solution](#)

938.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[_Sherbiny's solution](#)

939.

2090E1

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

Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, two pointers

[_Sherbiny's solution](#)

940.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2023-12-25 · last AC: 2025-03-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[_Sherbiny's solution](#)

941.

1921F

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

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math

[_Sherbiny's solution](#)

942.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · last AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[_Sherbiny's solution](#)

943.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[_Sherbiny's solution](#)

944.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[_Sherbiny's solution](#)

945.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[_Sherbiny's solution](#)

946.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[_Sherbiny's solution](#)

947.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · last AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[_Sherbiny's solution](#)

948.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[_Sherbiny's solution](#)

949.

1651D

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

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[_Sherbiny's solution](#)

950.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[_Sherbiny's solution](#)

951.

2040D

[Non Prime Tree](#) · [Tutorial](#)

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

[_Sherbiny's solution](#)

952.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: shortest paths

[_Sherbiny's solution](#)

953.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[_Sherbiny's solution](#)

954.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[_Sherbiny's solution](#)

955.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2023-08-21 · last AC: 2024-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[_Sherbiny's solution](#)

956.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[_Sherbiny's solution](#)

957.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy,

implementation

[_Sherbiny's solution](#)

958.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[_Sherbiny's solution](#)

959.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[_Sherbiny's solution](#)

960.

2014H

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

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-22 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[_Sherbiny's solution](#)

961.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[_Sherbiny's solution](#)

962.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[_Sherbiny's solution](#)

963.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: games

[_Sherbiny's solution](#)

964.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[_Sherbiny's solution](#)

965.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[_Sherbiny's solution](#)

966.

2000F

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

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

[_Sherbiny's solution](#)

967.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and

similar, graphs, hashing, trees

[_Sherbiny's solution](#)

968.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[_Sherbiny's solution](#)

969.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[_Sherbiny's solution](#)

970.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[_Sherbiny's solution](#)

971.

1986F

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

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[_Sherbiny's solution](#)

972.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[_Sherbiny's solution](#)

973.

1980F1

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

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[_Sherbiny's solution](#)

974.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[_Sherbiny's solution](#)

975.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[_Sherbiny's solution](#)

976.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[_Sherbiny's solution](#)

977.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation

[_Sherbiny's solution](#)

978.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

979.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[_Sherbiny's solution](#)

980.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[_Sherbiny's solution](#)

981.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[_Sherbiny's solution](#)

982.

1702G1

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

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[_Sherbiny's solution](#)

983.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[_Sherbiny's solution](#)

984.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[_Sherbiny's solution](#)

985.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[_Sherbiny's solution](#)

986.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[_Sherbiny's solution](#)

987.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[_Sherbiny's solution](#)

988.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

989.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[_Sherbiny's solution](#)

990.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[_Sherbiny's solution](#)

991.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[_Sherbiny's solution](#)

992.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[_Sherbiny's solution](#)

993.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[_Sherbiny's solution](#)

994.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[_Sherbiny's solution](#)

995.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[_Sherbiny's solution](#)

996.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[_Sherbiny's solution](#)

997.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[_Sherbiny's solution](#)

998.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[_Sherbiny's solution](#)

999.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[_Sherbiny's solution](#)

1000.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[_Sherbiny's solution](#)

1001.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[_Sherbiny's solution](#)

1002.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,905 global accepts · Rating: 1900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[_Sherbiny's solution](#)

1003.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1004.

944E

[Teodor is not a liar!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[_Sherbiny's solution](#)

1005.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[_Sherbiny's solution](#)

1006.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[_Sherbiny's solution](#)

1007.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[_Sherbiny's solution](#)

1008.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[_Sherbiny's solution](#)

1009.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[_Sherbiny's solution](#)

1010.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[_Sherbiny's solution](#)

1011.

1729F

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

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[_Sherbiny's solution](#)

1012.

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[_Sherbiny's solution](#)

1013.

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[_Sherbiny's solution](#)

1014.

1878F

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

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[_Sherbiny's solution](#)

1015.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[_Sherbiny's solution](#)

1016.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[_Sherbiny's solution](#)

1017.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1018.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1019.

1846G

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

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-09 · last AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[_Sherbiny's solution](#)

1020.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math

[_Sherbiny's solution](#)

1021.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[_Sherbiny's solution](#)

1022.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[_Sherbiny's solution](#)

1023.

2136E

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

Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[_Sherbiny's solution](#)

1024.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[_Sherbiny's solution](#)

1025.

2130E2

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

Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

[_Sherbiny's solution](#)

1026.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[_Sherbiny's solution](#)

1027.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[_Sherbiny's solution](#)

1028.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · last AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[_Sherbiny's solution](#)

1029.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[_Sherbiny's solution](#)

1030.

453B

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

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[_Sherbiny's solution](#)

1031.

1702G2

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

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2024-04-26 · last AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[_Sherbiny's solution](#)

1032.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[_Sherbiny's solution](#)

1033.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2025-03-24 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[_Sherbiny's solution](#)

1034.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[_Sherbiny's solution](#)

1035.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[_Sherbiny's solution](#)

1036.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[_Sherbiny's solution](#)

1037.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[_Sherbiny's solution](#)

1038.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[_Sherbiny's solution](#)

1039.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-10-11 · last AC: 2025-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[_Sherbiny's solution](#)

1040.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[_Sherbiny's solution](#)

1041.

1862G

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

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2025-01-12 · last AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[_Sherbiny's solution](#)

1042.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[_Sherbiny's solution](#)

1043.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures

[_Sherbiny's solution](#)

1044.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[_Sherbiny's solution](#)

1045.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, hashing, strings

[_Sherbiny's solution](#)

1046.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[_Sherbiny's solution](#)

1047.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[_Sherbiny's solution](#)

1048.

488D

[Strip](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, two pointers

[_Sherbiny's solution](#)

1049.

346B

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

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[_Sherbiny's solution](#)

1050.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1051.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[_Sherbiny's solution](#)

1052.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[_Sherbiny's solution](#)

1053.

2014F

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

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[_Sherbiny's solution](#)

1054.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2024-05-16 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[_Sherbiny's solution](#)

1055.

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[_Sherbiny's solution](#)

1056.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[_Sherbiny's solution](#)

1057.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2024-08-22 · last AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[_Sherbiny's solution](#)

1058.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[_Sherbiny's solution](#)

1059.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[_Sherbiny's solution](#)

1060.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[_Sherbiny's solution](#)

1061.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[_Sherbiny's solution](#)

1062.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[_Sherbiny's solution](#)

1063.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[_Sherbiny's solution](#)

1064.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[_Sherbiny's solution](#)

1065.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[_Sherbiny's solution](#)

1066.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[_Sherbiny's solution](#)

1067.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[_Sherbiny's solution](#)

1068.

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[_Sherbiny's solution](#)

1069.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[_Sherbiny's solution](#)

1070.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[_Sherbiny's solution](#)

1071.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[_Sherbiny's solution](#)

1072.

1009E

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

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[_Sherbiny's solution](#)

1073.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[_Sherbiny's solution](#)

1074.

1764D

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

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[_Sherbiny's solution](#)

1075.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[_Sherbiny's solution](#)

1076.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[_Sherbiny's solution](#)

1077.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[_Sherbiny's solution](#)

1078.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[_Sherbiny's solution](#)

1079.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[_Sherbiny's solution](#)

1080.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[_Sherbiny's solution](#)

1081.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[_Sherbiny's solution](#)

1082.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[_Sherbiny's solution](#)

1083.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[_Sherbiny's solution](#)

1084.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[_Sherbiny's solution](#)

1085.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[_Sherbiny's solution](#)

1086.

1931G

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

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[_Sherbiny's solution](#)

1087.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[_Sherbiny's solution](#)

1088.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1089.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp

[_Sherbiny's solution](#)

1090.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[_Sherbiny's solution](#)

1091.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[_Sherbiny's solution](#)

1092.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[_Sherbiny's solution](#)

1093.

629D

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

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[_Sherbiny's solution](#)

1094.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[_Sherbiny's solution](#)

1095.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[_Sherbiny's solution](#)

1096.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[_Sherbiny's solution](#)

1097.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[_Sherbiny's solution](#)

1098.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[_Sherbiny's solution](#)

1099.

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[_Sherbiny's solution](#)

1100.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[_Sherbiny's solution](#)

1101.

1674E

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

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[_Sherbiny's solution](#)

1102.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths
[_Sherbiny's solution](#)

1103.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[_Sherbiny's solution](#)

1104.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory
[_Sherbiny's solution](#)

1105.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math
[_Sherbiny's solution](#)

1106.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[_Sherbiny's solution](#)

1107.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar
[_Sherbiny's solution](#)

1108.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[_Sherbiny's solution](#)

1109.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[_Sherbiny's solution](#)

1110.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[_Sherbiny's solution](#)

1111.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[_Sherbiny's solution](#)

1112.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[_Sherbiny's solution](#)

1113.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[_Sherbiny's solution](#)

1114.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[_Sherbiny's solution](#)

1115.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[_Sherbiny's solution](#)

1116.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[_Sherbiny's solution](#)

1117.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2025-04-22 · last AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[_Sherbiny's solution](#)

1118.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[_Sherbiny's solution](#)

1119.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2024-02-28 · last AC: 2025-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[_Sherbiny's solution](#)

1120.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[_Sherbiny's solution](#)

1121.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[_Sherbiny's solution](#)

1122.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, probabilities

[_Sherbiny's solution](#)

1123.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[_Sherbiny's solution](#)

1124.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[_Sherbiny's solution](#)

1125.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-03-09 · last AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[_Sherbiny's solution](#)

1126.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[_Sherbiny's solution](#)

1127.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, number

theory

[_Sherbiny's solution](#)

1128.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[_Sherbiny's solution](#)

1129.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[_Sherbiny's solution](#)

1130.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[_Sherbiny's solution](#)

1131.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[_Sherbiny's solution](#)

1132.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[_Sherbiny's solution](#)

1133.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[_Sherbiny's solution](#)

1134.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2024-11-05 · last AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[_Sherbiny's solution](#)

1135.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[_Sherbiny's solution](#)

1136.

894E

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

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[_Sherbiny's solution](#)

1137.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[_Sherbiny's solution](#)

1138.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[_Sherbiny's solution](#)

1139.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[_Sherbiny's solution](#)

1140.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[_Sherbiny's solution](#)

1141.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[_Sherbiny's solution](#)

1142.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[_Sherbiny's solution](#)

1143.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, greedy

[_Sherbiny's solution](#)

1144.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[_Sherbiny's solution](#)

1145.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[_Sherbiny's solution](#)

1146.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[_Sherbiny's solution](#)

1147.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math,

number theory

[_Sherbiny's solution](#)

1148.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[_Sherbiny's solution](#)

1149.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-05-02 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[_Sherbiny's solution](#)

1150.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[_Sherbiny's solution](#)

1151.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[_Sherbiny's solution](#)

1152.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[_Sherbiny's solution](#)

1153.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2100 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices, sortings

[_Sherbiny's solution](#)

1154.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[_Sherbiny's solution](#)

1155.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[_Sherbiny's solution](#)

1156.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[_Sherbiny's solution](#)

1157.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[_Sherbiny's solution](#)

1158.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · last AC: 2024-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[_Sherbiny's solution](#)

1159.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, shortest paths

[_Sherbiny's solution](#)

1160.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1161.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[_Sherbiny's solution](#)

1162.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1163.

56D

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

Quality: 2,095 global accepts · Rating: 2100 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1164.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[_Sherbiny's solution](#)

1165.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1166.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[_Sherbiny's solution](#)

1167.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[_Sherbiny's solution](#)

1168.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2023-11-25 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[_Sherbiny's solution](#)

1169.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[_Sherbiny's solution](#)

1170.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[_Sherbiny's solution](#)

1171.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[_Sherbiny's solution](#)

1172.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[_Sherbiny's solution](#)

1173.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[_Sherbiny's solution](#)

1174.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[_Sherbiny's solution](#)

1175.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[_Sherbiny's solution](#)

1176.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[_Sherbiny's solution](#)

1177.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[_Sherbiny's solution](#)

1178.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[_Sherbiny's solution](#)

1179.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[_Sherbiny's solution](#)

1180.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · last AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[_Sherbiny's solution](#)

1181.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[_Sherbiny's solution](#)

1182.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · last AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[_Sherbiny's solution](#)

1183.

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

[_Sherbiny's solution](#)

1184.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, strings, trees

[_Sherbiny's solution](#)

1185.

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[_Sherbiny's solution](#)

1186.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[_Sherbiny's solution](#)

1187.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[_Sherbiny's solution](#)

1188.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2025-05-04 · last AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[_Sherbiny's solution](#)

1189.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-06-20 · last AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[_Sherbiny's solution](#)

1190.

954I

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

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[_Sherbiny's solution](#)

1191.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[_Sherbiny's solution](#)

1192.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-07-17 · last AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[_Sherbiny's solution](#)

1193.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[_Sherbiny's solution](#)

1194.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2025-02-20 · last AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[_Sherbiny's solution](#)

1195.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-04-03 · last AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[_Sherbiny's solution](#)

1196.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[_Sherbiny's solution](#)

1197.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, probabilities, trees

[_Sherbiny's solution](#)

1198.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[_Sherbiny's solution](#)

1199.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[_Sherbiny's solution](#)

1200.

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[_Sherbiny's solution](#)

1201.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[_Sherbiny's solution](#)

1202.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[_Sherbiny's solution](#)

1203.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-02-19 · last AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[_Sherbiny's solution](#)

1204.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1205.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[_Sherbiny's solution](#)

1206.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[_Sherbiny's solution](#)

1207.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[_Sherbiny's solution](#)

1208.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[_Sherbiny's solution](#)

1209.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-12-26 · last AC: 2024-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[_Sherbiny's solution](#)

1210.

1968G2

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

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[_Sherbiny's solution](#)

1211.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[_Sherbiny's solution](#)

1212.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[_Sherbiny's solution](#)

1213.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[_Sherbiny's solution](#)

1214.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[_Sherbiny's solution](#)

1215.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[_Sherbiny's solution](#)

1216.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[_Sherbiny's solution](#)

1217.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[_Sherbiny's solution](#)

1218.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[_Sherbiny's solution](#)

1219.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[_Sherbiny's solution](#)

1220.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[_Sherbiny's solution](#)

1221.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[_Sherbiny's solution](#)

1222.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[_Sherbiny's solution](#)

1223.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[_Sherbiny's solution](#)

1224.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[_Sherbiny's solution](#)

1225.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[_Sherbiny's solution](#)

1226.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[_Sherbiny's solution](#)

1227.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[_Sherbiny's solution](#)

1228.

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[_Sherbiny's solution](#)

1229.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2024-01-23 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1230.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[_Sherbiny's solution](#)

1231.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[_Sherbiny's solution](#)

1232.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[_Sherbiny's solution](#)

1233.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[_Sherbiny's solution](#)

1234.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[_Sherbiny's solution](#)

1235.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[_Sherbiny's solution](#)

1236.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2025-11-19 · last AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[_Sherbiny's solution](#)

1237.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[_Sherbiny's solution](#)

1238.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[_Sherbiny's solution](#)

1239.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[_Sherbiny's solution](#)

1240.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[_Sherbiny's solution](#)

1241.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[_Sherbiny's solution](#)

1242.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-12-29 · last AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[_Sherbiny's solution](#)

1243.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[_Sherbiny's solution](#)

1244.

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, shortest paths

[_Sherbiny's solution](#)

1245.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[_Sherbiny's solution](#)

1246.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, brute force, dp, greedy

[_Sherbiny's solution](#)

1247.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2025-05-03 · last AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[_Sherbiny's solution](#)

1248.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-06-20 · last AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[_Sherbiny's solution](#)

1249.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[_Sherbiny's solution](#)

1250.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[_Sherbiny's solution](#)

1251.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[_Sherbiny's solution](#)

1252.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[_Sherbiny's solution](#)

1253.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[_Sherbiny's solution](#)

1254.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[_Sherbiny's solution](#)

1255.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[_Sherbiny's solution](#)

1256.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[_Sherbiny's solution](#)

1257.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[_Sherbiny's solution](#)

1258.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[_Sherbiny's solution](#)

1259.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[_Sherbiny's solution](#)

1260.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-10-22 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[_Sherbiny's solution](#)

1261.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[_Sherbiny's solution](#)

1262.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[_Sherbiny's solution](#)

1263.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[_Sherbiny's solution](#)

1264.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[_Sherbiny's solution](#)

1265.

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[_Sherbiny's solution](#)

1266.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[_Sherbiny's solution](#)

1267.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[_Sherbiny's solution](#)

1268.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[_Sherbiny's solution](#)

1269.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[_Sherbiny's solution](#)

1270.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[_Sherbiny's solution](#)

1271.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, hashing

[_Sherbiny's solution](#)

1272.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[_Sherbiny's solution](#)

1273.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[_Sherbiny's solution](#)

1274.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[_Sherbiny's solution](#)

1275.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[_Sherbiny's solution](#)

1276.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[_Sherbiny's solution](#)

1277.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[_Sherbiny's solution](#)

1278.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[_Sherbiny's solution](#)

1279.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[_Sherbiny's solution](#)

1280.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[_Sherbiny's solution](#)

1281.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[_Sherbiny's solution](#)

1282.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[_Sherbiny's solution](#)

1283.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[_Sherbiny's solution](#)

1284.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[_Sherbiny's solution](#)

1285.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2024-11-30 · last AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[_Sherbiny's solution](#)

1286.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2024-10-10 · last AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[_Sherbiny's solution](#)

1287.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graph matchings, graphs

[_Sherbiny's solution](#)

1288.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[_Sherbiny's solution](#)

1289.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[_Sherbiny's solution](#)

1290.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-04-30 · last AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, string suffix structures, strings

[_Sherbiny's solution](#)

1291.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[_Sherbiny's solution](#)

1292.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-05-04 · last AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[_Sherbiny's solution](#)

1293.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2024-04-27 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[_Sherbiny's solution](#)

1294.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-07-17 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[_Sherbiny's solution](#)

1295.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-04-09 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1296.

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

[_Sherbiny's solution](#)

1297.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2025-03-16 · last AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[_Sherbiny's solution](#)

1298.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-11-04 · last AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[_Sherbiny's solution](#)

1299.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs

[_Sherbiny's solution](#)

1300.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[_Sherbiny's solution](#)

1301.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · last AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[_Sherbiny's solution](#)

1302.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[_Sherbiny's solution](#)

1303.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2025-02-08 · last AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[_Sherbiny's solution](#)

1304.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[_Sherbiny's solution](#)

1305.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[_Sherbiny's solution](#)

1306.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[_Sherbiny's solution](#)

1307.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 2400 · first AC: 2025-01-15 · last AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, probabilities

[_Sherbiny's solution](#)

1308.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices

[_Sherbiny's solution](#)

1309.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[_Sherbiny's solution](#)

1310.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[_Sherbiny's solution](#)

1311.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2024-10-17 · last AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math

[_Sherbiny's solution](#)

1312.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[_Sherbiny's solution](#)

1313.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[_Sherbiny's solution](#)

1314.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[_Sherbiny's solution](#)

1315.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[_Sherbiny's solution](#)

1316.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[_Sherbiny's solution](#)

1317.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[_Sherbiny's solution](#)

1318.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1319.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[_Sherbiny's solution](#)

1320.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[_Sherbiny's solution](#)

1321.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-10-14 · last AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[_Sherbiny's solution](#)

1322.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[_Sherbiny's solution](#)

1323.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-10-11 · last AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[_Sherbiny's solution](#)

1324.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2025-01-21 · last AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[_Sherbiny's solution](#)

1325.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[_Sherbiny's solution](#)

1326.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[_Sherbiny's solution](#)

1327.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings
[_Sherbiny's solution](#)

1328.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[_Sherbiny's solution](#)

1329.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees
[_Sherbiny's solution](#)

1330.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[_Sherbiny's solution](#)

1331.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
[_Sherbiny's solution](#)

1332.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-11-30 · last AC: 2025-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[_Sherbiny's solution](#)

1333.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, greedy
[_Sherbiny's solution](#)

1334.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs
[_Sherbiny's solution](#)

1335.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[_Sherbiny's solution](#)

1336.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[_Sherbiny's solution](#)

1337.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[_Sherbiny's solution](#)

1338.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[_Sherbiny's solution](#)

1339.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[_Sherbiny's solution](#)

1340.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[_Sherbiny's solution](#)

1341.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-01-14 · last AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[_Sherbiny's solution](#)

1342.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-28 · last AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[_Sherbiny's solution](#)

1343.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[_Sherbiny's solution](#)

1344.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[_Sherbiny's solution](#)

1345.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[_Sherbiny's solution](#)

1346.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[_Sherbiny's solution](#)

1347.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[_Sherbiny's solution](#)

1348.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[_Sherbiny's solution](#)

1349.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[_Sherbiny's solution](#)

1350.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[_Sherbiny's solution](#)

1351.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[_Sherbiny's solution](#)

1352.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[_Sherbiny's solution](#)

1353.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[_Sherbiny's solution](#)

1354.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[_Sherbiny's solution](#)

1355.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2025-04-16 · last AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data

structures, dp, geometry

[_Sherbiny's solution](#)

1356.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[_Sherbiny's solution](#)

1357.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[_Sherbiny's solution](#)

1358.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[_Sherbiny's solution](#)

1359.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[_Sherbiny's solution](#)

1360.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[_Sherbiny's solution](#)

1361.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[_Sherbiny's solution](#)

1362.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[_Sherbiny's solution](#)

1363.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: fft

[_Sherbiny's solution](#)

1364.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[_Sherbiny's solution](#)

1365.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, strings

[_Sherbiny's solution](#)

1366.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[_Sherbiny's solution](#)

1367.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2025-05-11 · last AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[_Sherbiny's solution](#)

1368.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2024-10-11 · last AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[_Sherbiny's solution](#)

1369.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[_Sherbiny's solution](#)

1370.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[_Sherbiny's solution](#)

1371.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[_Sherbiny's solution](#)

1372.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[_Sherbiny's solution](#)

1373.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs

[_Sherbiny's solution](#)

1374.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, math

[_Sherbiny's solution](#)

1375.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[_Sherbiny's solution](#)

1376.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[_Sherbiny's solution](#)

1377.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[_Sherbiny's solution](#)

1378.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[_Sherbiny's solution](#)

1379.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[_Sherbiny's solution](#)

1380.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[_Sherbiny's solution](#)

1381.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, strings

[_Sherbiny's solution](#)

1382.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, string suffix structures

[_Sherbiny's solution](#)

1383.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2024-09-05 · last AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[_Sherbiny's solution](#)

1384.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2025-03-01 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[_Sherbiny's solution](#)

1385.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[_Sherbiny's solution](#)

1386.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[_Sherbiny's solution](#)

1387.

2116F

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[_Sherbiny's solution](#)

1388.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[_Sherbiny's solution](#)

1389.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[_Sherbiny's solution](#)

1390.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[_Sherbiny's solution](#)

1391.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[_Sherbiny's solution](#)

1392.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2024-12-27 · last AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[_Sherbiny's solution](#)

1393.

2225D

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

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[_Sherbiny's solution](#)

1394.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[_Sherbiny's solution](#)

1395.

2225B

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

Quality: 14,182 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[_Sherbiny's solution](#)

1396.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[_Sherbiny's solution](#)

1397.

104147G

[You're Milky](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1398.

104147E

[I am not done yet](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1399.

104147J

[Two Faced Hobz](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1400.

104147D

[Do and Tak Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1401.

104147I

[Wigz](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1402.

104147H

[Alexandria Library](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1403.

104147F

[Nesr El Sieve](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1404.

104147B

[I'll call him Hanya](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1405.

104147K

[Hobz is a good guy](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1406.

104147A

[Round 1](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1407.

103438M

[Counting Phenomenal Arrays](#) · Tutorial

Rating: — · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1408.

103438J

[ABC Legacy](#) · Tutorial

Rating: — · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1409.

103438F

[to Pay Respects](#) · Tutorial

Rating: — · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1410.

103438N

[A-series](#) · Tutorial

Rating: — · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1411.

103438G

[Max Pair Matching](#) · Tutorial

Rating: — · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1412.

103438A

[King of String Comparison](#) · Tutorial

Rating: — · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1413.

101908H

[Police Hypothesis](#) · Tutorial

Rating: — · first AC: 2025-11-22 · last AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1414.

101473B

[Balloon](#) · Tutorial

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1415.

101473G

[Lines of Containers](#) · Tutorial

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1416.

101473J

[Trucks](#) · Tutorial

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1417.

101473H

[Buses](#) · Tutorial

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1418.

101473I

[Patches](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1419.

101473D

[Folding Machine](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1420.

101473F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1421.

101473C

[Boss](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1422.

101473E

[Dangerous Dive](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1423.

101473A

[Zero or One](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1424.

106289C

[Caterpillar](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1425.

106289F

[Harvest Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1426.

106289G

[Joseph's Puzzle, Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1427.

106289M

[Xaleid scopiX](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1428.

106289L

[Unequal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1429.

106289B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1430.

106289J

[More Banknote](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1431.

106289A

[112358](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1432.

106289D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1433.

106289K

[Still Another Connecting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1434.

106289I

[Mofusigil's String Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1435.

106289H

[Medal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1436.

103256E2

[Coins Game \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1437.

103256E1

[Coins Game \(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1438.

103256G

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

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1439.

103256D

[Sightseeing with Friends](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1440.

103256C

[Ultimate Huron Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1441.

103256B

[Huron Jam](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1442.

103256A

[Coffee Bar](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1443.

106159G

[Gelatos from Goiás](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · last AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1444.

106159H

[Hardcore Aura Farming](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1445.

106159F

[Falatro](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1446.

106159N

[Nautic Issue](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1447.

106159A

[Analyzing the Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1448.

106159E

[Elementary Data Structure Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1449.

106159L

[Leveling Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1450.

106159D

[Djqifs Tijgu](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1451.

106159I

[Ivo saw the UVa](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1452.

106159C

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

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1453.

106159K

[Kronos](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1454.

106159B

[Bauru](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1455.

106159J

[Jolly Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1456.

105900G

[Graph of Love](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1457.

105900F

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1458.

105900I

[Inventing Names](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1459.

105900D

[Delirium at Unballoon](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1460.

105900E

[Elementary Magical School of Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1461.

105900N

[Na zdrowie](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1462.

105900M

[Minimum Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1463.

105900B

[Boundless Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1464.

105900J

[Joining Xegos](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1465.

105900L

[Lagrange's Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1466.

105900K

[Koga needs you](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1467.

105900A

[Ascending mountains](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1468.

106241B

[Bouncing Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1469.

106241O

[Ya Masa2 El Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · last AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1470.

106241K

[Good Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1471.

106241I

[Er7am El Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1472.

106241G

[Journey Around The World](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1473.

106241F

[GCD <-> LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1474.

106241A

[Ya Sabah EI GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1475.

106241H

[Yasser and Arithmetic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1476.

106241J

[Zaseb EI Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1477.

106241N

[Ma3rofa 2Isra7a](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1478.

106241E

[Sheesh EI Beesh](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1479.

106241D

[Mini-Max Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1480.

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · last AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1481.

102263K

[Smart Strategies](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1482.

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1483.

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1484.

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1485.

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1486.

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1487.

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1488.

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1489.

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1490.

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1491.

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1492.

105884A

[Pair Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1493.

105884G

[To Infinity and Beyond](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1494.

105884I

[XOR This OR That](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1495.

105884F

[Distinct of Distincts](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1496.

105884E

[Polynomial K Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1497.

105884B

[The Last Bit of Us](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1498.

105884H

[Litmus Test](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1499.

105884D

[An Interesting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1500.

105884J

[LCM Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1501.

101350L

[All's Wall That Ends Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1502.

101350F

[Monkeying Around](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1503.

101350A

[Sherlock Bones](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1504.

101350G

[Snake Rana](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1505.

101350K

[Owl Geeks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1506.

101350J

[Lazy Physics Cat](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1507.

101350E

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

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1508.

101350I

[Mirrored String II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1509.

101350H

[Mirrored String I](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1510.

101350D

[Magical Bamboos](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1511.

101350M

[Make Cents?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1512.

101350C

[Cheap Kangaroo](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1513.

101350B

[Unusual Team](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1514.

106179E

[Counting Is Fun](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1515.

106179B

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

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1516.

106179C

[XOR LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1517.

106179A

[How many?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1518.

104679J

[XORted](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1519.

101908M

[Modifying SAT](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1520.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1521.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1522.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1523.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1524.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1525.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1526.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1527.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1528.

106084D

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

Rating: — · first AC: 2025-11-21 · last AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1529.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · last AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1530.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1531.

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1532.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1533.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1534.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1535.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1536.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1537.

105902H

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

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1538.

105902B

[Uchiage Hanabi](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1539.

105902J

[Spirit of Cola](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1540.

105902D

[Where's My Money?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1541.

105902L

[We Luv Stamina](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1542.

105902E

[Binary Banter: Counting Combinatorial Bits](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1543.

105902C

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

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1544.

105902M

[The Journey Onwards...](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1545.

105902G

[Still No Money?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1546.

105902K1

[MST\(a.k.a. Most Shortened Terms\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1547.

105902F

[Imbalanced Bracket](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1548.

105902A

[One Must Imagine Time Tight.](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1549.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1550.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1551.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1552.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1553.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1554.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1555.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1556.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1557.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1558.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1559.

105493B

[Scientific Hypotheses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1560.

105493E

[Training Camps](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1561.

105493G

[Exhausting Training](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1562.

105493F

[Volunteering](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1563.

105493H

[Tiring Wait](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1564.

105493D

[Conspiracy Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1565.

105493I

[Fair Diversity](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1566.

105493A

[New Functionality](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1567.

105244E

[Petya and Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1568.

105244G

[Evolutionary Tree Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1569.

105244A

[New Adventures of the Wolf of Wall Street](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1570.

105244F

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1571.

105244B

[Choosing a Vertex To Remove](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1572.

105244D

[A Giraffe Travels and Munches](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1573.

105244C

[Space Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1574.

105244H

[Subsequence With Specified Differences](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1575.

105244I

[Sum of Path Lengths](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1576.

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1577.

100030F

[Magic Chains](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1578.

100030J

[Secret Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1579.

100030A

[Innovative Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1580.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1581.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1582.

100030E

[Tests Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1583.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1584.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1585.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1586.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1587.

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1588.

106110E

[Final Rankings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1589.

106110D

[TL, ML or OK?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1590.

106110C

[Integer Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1591.

106110F

[Compromise](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1592.

106110G

[A + B = C](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1593.

106110B

[What to solve next?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1594.

106110A

[Load Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1595.

106110H

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

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1596.

106167G

[Grid Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · last AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

1597.

106167N

[Natural Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1598.

106167I

[Index Case](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1599.

106167D

[Decrypting Zodiac](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1600.

106167L

[Looking for Waldo](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1601.

106167A

[Amusement Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1602.

106167K

[Killjoys' Conference](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1603.

106167H

[Hectic Harbour II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1604.

106167E

[Excursion to Porvoo](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1605.

106167C

[Card Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1606.

106167M

[Monty's Hall](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1607.

106167B

[Brexiting and Brentering](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1608.

105223F

[Fire Kings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1609.

105223J

[Only Two](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1610.

105223L

[Geoland](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1611.

105223K

[Water Filling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1612.

105223D

[Coconuting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1613.

105223E

[Lazy Fouad](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1614.

105223G

[Subsubsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1615.

105223N

[Larger but smaller!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1616.

105223H

[Game with wife](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1617.

105223C

[Bit And Segment](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1618.

105223I

[Fofo Loves Bitset](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1619.

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · last AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1620.

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1621.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1622.

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1623.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1624.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1625.

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1626.

106073C

[Collatz polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1627.

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1628.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1629.

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1630.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1631.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1632.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1633.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1634.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1635.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1636.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1637.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1638.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1639.

106107M

[Roots of Exclusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1640.

106107D

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

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1641.

106107E

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

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1642.

106107C

[DGeneral Hamilton's Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1643.

106107L

[Integer Average](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1644.

106107H

[String Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1645.

106107K

[Least Common Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1646.

106107B

[CoCo Count](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1647.

106107I

[Binary Reverser](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1648.

106107A

[Zigzag Parity](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1649.

106107F

[A bitty problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1650.

106107G

[Count the squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1651.

105925B

[Periodic Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · last AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1652.

105925G

[Grover and His Special Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1653.

105925C

[Matrix Logic Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1654.

105925M

[Spooky Movement at a Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1655.

105925I

[Inspecting the Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1656.

105925F

[Feynman Memorizing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1657.

105925J

[Journey of the Particles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1658.

105925E

[Particle Energization](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1659.

105925L

[qPhones Production Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1660.

105925D

[Quantum Decoherence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1661.

105925H

[Binary Palindromic Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1662.

105925A

[Ambiguous Schrödinger Cat](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1663.

104603G

[Great Heights](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1664.

104603J

[Jester in danger](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1665.

104603I

[Regional Integration](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1666.

104603H

[Robotic Skills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1667.

104603E

[Finding progressions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1668.

104603N

[Lucky Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1669.

104603M

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

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1670.

104603D

[Assigning problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1671.

104603C

[Chromatic](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1672.

104603A

[Alfajores](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1673.

104603F

[Cold day at the beach](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1674.

104603B

[Black and white](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1675.

104603L

[Game series](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1676.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1677.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1678.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1679.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1680.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1681.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1682.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1683.

106020C

[GCD on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1684.

105904J

[Joining Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1685.

105904H

[Hacker in the system](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1686.

105904E

[Enhancing 25 de Março deliveries](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1687.

105904K

[Kickboxing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1688.

105904B

[Bicycle in Ibirapuera](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1689.

105904F

[Fleeing from the Heat](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1690.

105904L

[Leaving books at their correct piles](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1691.

105904N

[Number of Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1692.

105904C

[Cities in Sao Paulo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1693.

105904D

[Dealing with São Paulo Hot Dogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1694.

105904G

[Guaranteeing SP](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1695.

105904A

[Amount of food for tigers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1696.

106063E

[El Juego del Calamar](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1697.

106063I

[Isaac and MOD Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1698.

106063H

[Heritage of Acatlán](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1699.

106063J

[Juan vs Frank](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1700.

106063G

[Gatuno's Descent into Psychopathy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1701.

106063F

[Fantastic Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1702.

106063L

[Los Ratonés III](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1703.

106063K

[Kilometric Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1704.

106063B

[Bytelandia's stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1705.

106063A

[Archmage's Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1706.

106054K

[Kuantum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1707.

106054D

[Day of rain](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1708.

106054J

[Jaimito's blocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1709.

106054M

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

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1710.

106054H

[Hidden divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1711.

106054B

[Block sum array](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1712.

106054C

[Circularly](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1713.

106054E

[Execution](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1714.

106054I

[Inés and her compitas](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1715.

106054L

[Lakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1716.

106054N

[Nothofagus antarctica](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1717.

106054A

[Artifact to print](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1718.

106054G

[Going to the kiosk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1719.

104663A

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

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1720.

101853K

[Citations](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1721.

101853E

[Maximum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1722.

104386B

[Random Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1723.

104447H

[Do you love HIAST?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1724.

106032B

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

Rating: — · first AC: 2025-08-15 · last AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1725.

106032J

[Characters Shift](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1726.

106032L

[A Centroid Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1727.

106032I

[Make Them Happy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1728.

106032E

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

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1729.

106032D

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

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1730.

106032H

[Can You Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1731.

106032M

[Destiny changes the game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1732.

106032A

[Completely Divisible Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1733.

106032C

[String Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1734.

106032K

[University Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1735.

106032G

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

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1736.

106032F

[What If You Didn't Solve the Extreme?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1737.

106020G

[Pretty Prime Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · last AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1738.

106020F

[Coin Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1739.

106020M

[Hayyan and Subarray Sums](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1740.

106020J

[AND Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1741.

106020E

[Permutation Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1742.

106020H

[Mexican Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1743.

106020N

[Colored Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1744.

106020B

[Free Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1745.

105319D

[Lazy Jaber](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1746.

105319L

[Hosen and The Magical Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1747.

106007C

[Pizza Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1748.

106007L

[Equalize](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1749.

106007D

[Master of the Arena](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1750.

106007H

[Minimum Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1751.

106007A

[GCD MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1752.

106007K

[And X Elements](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1753.

106007I

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

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1754.

106007F

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1755.

103828I

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1756.

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1757.

103828N

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1758.

103828H

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1759.

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1760.

103828A

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1761.

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1762.

103828J

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1763.

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1764.

102644G

[Recurrence With Square](#) · [Tutorial](#)

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1765.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · last AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1766.

105164B

[Bacterial Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · last AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1767.

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1768.

103388B

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Rating: — · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1769.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1770.

103388E

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Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1771.

103388M

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Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1772.

103388G

[Getting in Shape](#) · [Tutorial](#)

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1773.

103388N

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1774.

103388K

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1775.

103388H

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1776.

102644H

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Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1777.

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Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1778.

104487L

[Circles](#) · [Tutorial](#)

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1779.

104487B

[GCN](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1780.

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1781.

104487D

[Similarity](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1782.

104487F

[Temporary Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1783.

104487A

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

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1784.

104487E

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

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1785.

104487J

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Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1786.

104487M

[Captain Haddock And The Counting Problem](#) · [Tutorial](#)

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1787.

105973H

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1788.

105973B

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Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1789.

105973C

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Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1790.

105973I

[Statue on a Permutation](#) · [Tutorial](#)

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1791.

105973G

[MEX-imum Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1792.

105973J

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

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1793.

105973A

[Edgy Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1794.

105973F

[Divisible Perfection](#) · [Tutorial](#)

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1795.

105297B

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1796.

105297C

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Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1797.

105297D

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1798.

105297E

[Energy crisis](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1799.

105297A

[Nauryz](#) · [Tutorial](#)

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105297K

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1801.

105297H

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1802.

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1803.

105297J

[Acarajé](#) · [Tutorial](#)

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1804.

105297I

[From Baikonur to Mars](#) · [Tutorial](#)

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1805.

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1806.

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1808.

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1809.

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1810.

101972E

[Stupid Submissions](#) · [Tutorial](#)

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1811.

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Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1812.

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1813.

101972H

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

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1814.

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1815.

101972D

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Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1816.

105327C

[Couple of BipBop](#) · [Tutorial](#)

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1817.

105327B

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1818.

105327I

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1819.

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105327K

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1821.

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105327L

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1823.

105327F

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1824.

105327A

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1825.

103485G

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1826.

105129C

[LCIS](#) · [Tutorial](#)

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1827.

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Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1828.

102861I

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1829.

102861E

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Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1830.

102861F

[Fastminton](#) · [Tutorial](#)

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1831.

102861H

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1832.

102861A

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Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1833.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1834.

102861B

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Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1835.

102861G

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Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1836.

105278K

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Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1837.

105278A

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1838.

105278B

[Missing LDAP](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1839.

105278I

[d-parkour](#) · [Tutorial](#)

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1840.

105278E

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1841.

105278G

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Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1842.

105278F

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Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1843.

105278D

[Wise Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1844.

105278C

[s-parkour](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1845.

105278L

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Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1846.

105278H

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Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1847.

105809E

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1848.

105809L

[Los Ratones](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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105809J

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Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1851.

105809H

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105809O

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1853.

105809M

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Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1854.

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[K-token Language Optimization](#) · [Tutorial](#)

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[Integer dyslexia](#) · [Tutorial](#)

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[Distinct Token Arrangements](#) · [Tutorial](#)

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1858.

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1861.

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1863.

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101102J

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

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1865.

101102D

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1866.

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1867.

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1868.

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1869.

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1870.

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1871.

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1872.

105264B

[Depth Range Update](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1873.

105264E

[Changes in Antwanland](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1874.

105264F

[Tree XOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1875.

105264G

[The Elden Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1876.

105264C

[Variety Hater](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1877.

105264I

[Homies and Not Homies](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1878.

105264J

[Game of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1879.

105264D

[Make It Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1880.

105264H

[Good Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1881.

105264K

[Minimum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1882.

105264A

[Goals, Goals! Everywhere](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · last AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1883.

105264M

[Kaaa](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1884.

100168T

[B-0DAD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1885.

100168S

[Aô>Tô>Qd5CÔ8CR BCäGCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1886.

100168R

[Aô@Q,ä C 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7CαC](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1887.

100168Q

[Aô@Q,ä C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1888.

100168P

[Aô@Q,ä C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2025-05-23 · last AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1889.

100168O

[AôD0C` ;CT;DÄ=C O Cô@Dô<C O](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1890.

100168N

[B4@Q,ä C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C' "•](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1891.

100168M

[B4@C20 2CÔ5CÔ8CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1892.

100168L

[AD;C;C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1893.

100168K

[Aô5Dc5D 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1894.

100168J

[B-0D AD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1895.

100168H

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2025-05-23 · last AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1896.

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2025-05-23 · last AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1897.

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1898.

100168F

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1899.

100168E

[A 8D AC CT:D\\$@C,,AC](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1900.

100168D

[A;Cä10 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1901.

100168C

[A;Cä10 4DÄ <CÔ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1902.

100168B

[B43Cä; CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1903.

100168A

[A65C00D =D'9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1904.

105873L

[La Vaca Saturno Saturnita vs Tung Tung Tung Sahur](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1905.

105873K

[Killable Demon](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1906.

105873H

[Huron Designs](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1907.

105873J

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

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1908.

105873B

[Buying Paint](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1909.

105873D

[Delivering Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1910.

105873I

[ICPC Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1911.

105873E

[Elisas Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1912.

105873A

[Analysing Electrocardiograms](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1913.

101801C

[C. UCL Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · last AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1914.

101801D

[D. Police Stations](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · last AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1915.

101801J

[J. Weird Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1916.

101801G

[G. Colors Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1917.

101801H

[H. Don't Ever Ask a Girl for her Codeforces Account](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1918.

101801K

[K. Quantum Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1919.

101801I

[I. Odd and Even Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1920.

101801F

[F. Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1921.

101801E

[E. Create Your Own Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1922.

101801B

[B. Defeat the Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1923.

101801A

[A. Can Shahhoud Solve it?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1924.

101801L

[L. Odd and Even Count](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1925.

105757G

[Divine Powers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1926.

105757L

[Tree Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1927.

105757A

[XO-OR](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1928.

105757N

[Maximize Minimum Mex](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · last AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1929.

105757B

[Birthdays!!!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1930.

105757H

[Klein Moretti's Riddle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1931.

105757J

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1932.

105757F

[Permaban](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1933.

105757D

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

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1934.

105757E

[Easiest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1935.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · last AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1936.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1937.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1938.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1939.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1940.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1941.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1942.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1943.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1944.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1945.

104375H

[Hell or paradise?](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1946.

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1947.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1948.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1949.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1950.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1951.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1952.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1953.

104990E

[Enchanted Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1954.

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1955.

105862G

[Olympics Champion](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1956.

105862C

[Women and Cars](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1957.

105862B

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1958.

105862A

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1959.

105862I

[Permutation Prefix Max](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1960.

105862D

[OR MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1961.

105862H

[Expected Value Of Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1962.

105862L

[I hate blue](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1963.

105862F

[Kinan The Bank Robber](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1964.

105862E

[Beauty Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1965.

105862J

[XOR MSB](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1966.

105811J

[Security Breach](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · last AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1967.

105811G

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1968.

105811I

[Game, Set, Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1969.

105811F

[Night Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1970.

105811K

[Philadelphia Museum of Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1971.

105811M

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1972.

105811L

[Trapped in the Big Apple](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1973.

105811H

[Lineism](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1974.

105811D

[City Renewal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1975.

105811A

[Fishy Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1976.

105811B

[Card Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1977.

102966M

[Magic Spells](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · last AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1978.

102966I

[Integers Rectangle Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1979.

102966F

[Fitness Baker](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1980.

102966J

[Just Turn the Wheels!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1981.

102966B

[Baking Lucky Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1982.

102966D

[Determine the Winner Marshaland](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1983.

102966E

[Enterprise Recognition Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1984.

102966G

[Goombas Colliding](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1985.

102966C

[CLETS Patrols](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1986.

102966H

[Hamsters Training](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1987.

102966A

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Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1988.

102966K

[Kitchen Waste](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

1989.

102966L

[Lets Count Factors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1990.

104518G

[Beautiful Crown](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1991.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1992.

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1993.

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · last AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1994.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1995.

100989K

[Objects Panel \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · last AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1996.

100989N

[Mixed Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1997.

100989I

[Queue \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · last AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1998.

100989B

[LCS \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

1999.

100989J

[Objects Panel \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2000.

100989M

[Plus or Minus \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2001.

100989H

[Queue \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)**2002.**

100989G

[Mission in Amman \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)**2003.**

100989D

[1D Cafeteria \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)**2004.**

100989F

[Mission in Amman \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)**2005.**

100989E

[Accepted Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)**2006.**

100989L

[Plus or Minus \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)**2007.**

100989C

[1D Cafeteria \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)**2008.**

100989A

[LCS \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)**2009.**

104120H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)**2010.**

104120F

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)**2011.**

104120J

[Joyful City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2012.

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2013.

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2014.

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2015.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2016.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2017.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · last AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2018.

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2019.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2020.

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2021.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2022.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2023.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · last AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2024.

102569C

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

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2025.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2026.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2027.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2028.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2029.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2030.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2031.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2032.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2033.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2034.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2035.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2036.

100247K

[Three Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · last AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2037.

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2038.

100247L

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Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2039.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2040.

100247E

[Of Groups and Rights](#) · [Tutorial](#)

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2041.

100247I

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[_Sherbiny's solution](#)

2042.

100247J

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2043.

100247B

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2044.

100247C

[Victor's Research](#) · [Tutorial](#)

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2045.

100247H

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Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2046.

100247A

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[_Sherbiny's solution](#)

2047.

100247D

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Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2048.

104555K

[\\$\\$ for More, \\$\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2049.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2050.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2051.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2052.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2053.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2054.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2055.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2056.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2057.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2058.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2059.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2060.

100090F

[Asperger Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2061.

100090B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2062.

100090I

[Retakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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2063.

100090H

[Game with the Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2064.

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2065.

100090J

[Product Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2066.

100090C

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

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2067.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2068.

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2069.

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2070.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2071.

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2072.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2073.

100187I

[Derivative of Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · last AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2074.

100187M

[Heaviside Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · last AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2075.

100187C

[Very Spacious Office](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2076.

100187G

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2077.

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2078.

100187J

[Deck Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · last AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2079.

100187H

[Mysterious Photos](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2080.

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2081.

100187F

[Doomsday](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2082.

100187E

[Two Labyrinths](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2083.

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2084.

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2085.

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2086.

100488J

[Hyperdromes Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · last AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2087.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2088.

100488B

[Impossible to Guess](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2089.

100488H

[Tony Hawk's Pro Skater](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2090.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2091.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2092.

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · last AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2093.

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2094.

100488K

[Two Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2095.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2096.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2097.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2098.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2099.

101149D

[Behind the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2100.

101149K

[Revenge of the Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2101.

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2102.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2103.

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2104.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2105.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2106.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2107.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2108.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2109.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2110.

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_Sherbiny's solution](#)

2111.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2112.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · last AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2113.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2114.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2115.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2116.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2117.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2118.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2119.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2120.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2121.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2122.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2123.

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2124.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · last AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2125.

105617J

[Nightmare Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2126.

105617B

[Two-Story Advent Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2127.

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2128.

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2129.

105617I

[Prank](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2130.

105617G

[M-11 Highway](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2131.

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2132.

105617L

[Two Scooters](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2133.

104199K

[A4DäCÖKCR @Cä1Cä0CÖBD°](#)

Rating: — · first AC: 2024-12-19 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2134.

104199H

[AÖ»CÄ5D :C€](#)

Rating: — · first AC: 2024-12-20 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2135.

104199L

[A42077@D0 C" D\\$5C`5](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2136.

104199G

[Aö@C,;CNDt5CÖ8CR =C # <C,,=D4B](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2137.

104199I

[A44CR/6CR ?C,,FDd0??](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2138.

104199F

[A5CÖ2CT9CT@CÖKC' >D\\$5C`L](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2139.

104199E

[AÖ5T0\\$AC ACô5Dd8C, >CD8CÖ0C»>C\\$> Cö>C`5Ct=D°](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2140.

104199J

[A5D,0Dt8C' CCd8CĐ](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2141.

104199D

[AD5CÄ»CÖBC 6](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2142.

104199B

[B UDAD\\$0CÖ>C\\$:C <CT1CT;C€](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2143.

104199C

[A 5C, Dä4CÖKC' >D\\$5C`L](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2144.

104199A

[A 18008](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2145.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2146.

105445C

[Sigma Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2147.

105445B

[Interviews](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2148.

105445A

[Sum Fun](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2149.

105309H

[Easy palindrome question](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2150.

105309E

[Red Pandaships](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2151.

105309F

[Yet Another Count the Pairs Satisfying a Condition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2152.

105309D

[Cereal Grids III \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2153.

105309C

[Shiori Novella's 3D Showcase](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2154.

105309B

[Simple Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2155.

105309A

[World's Hardest Math Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2156.

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2157.

105200D

[Don't Get Caught](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2158.

105200H

[Hierarchy Mess](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2159.

105200G

[Greatest Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2160.

105200F

[Foreign Language](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2161.

105200B

[Breaking Up Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2162.

105200A

[Array Issue](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2163.

105200C

[Correcting Exams](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2164.

105200J

[Joust](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2165.

105200I

[Inversion Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2166.

105200E

[Earthquake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2167.

105319J

[F Less Than G](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2168.

105319C

[Leafilians](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2169.

105319H

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

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2170.

105319K

[CP and GIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2171.

105319I

[The Math Guy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2172.

105319B

[Broken String](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2173.

105319F

[We Want a Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2174.

102625I

[Treat To Banta Hai](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2175.

102625A

[Farewell or Best Wishes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2176.

102625H

[Ye Wali Meri Hai!!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2177.

102625J

[RD Bhaiya and his new token system](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2178.

102625E

[Dictator's plan for Valentine's day!](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2179.

102625D

[Best Wishes !!](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2180.

102625C

[Matiyao Be Mid Sem hee toh hai](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2181.

102625F

[Basant and the Master Plan](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2182.

102625B

[Amber Kand](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2183.

103373G

[Garden Park](#) · Tutorial

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2184.

105216H

[Hiring Candidates Game](#) · Tutorial

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2185.

105216M

[Maximizing the Sauce](#) · Tutorial

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2186.

104349E

[Shift in TheForces](#) · Tutorial

Rating: — · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2187.

104770H

[Yurik and Important Tasks](#) · Tutorial

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2188.

104520A

[Who is cooking?](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2189.

105245F

[Count via Construct](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2190.

104520I

[Counting Palindromic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2191.

105216A

[Another Problem About Maximum in Range](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2192.

105216E

[Egotistical Command Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2193.

105216J

[Japanese Samurai Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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2194.

105216G

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2195.

105216D

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2196.

105216L

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2197.

105216C

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2198.

105216F

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Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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2199.

104990C

[Counting Relative Lists](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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2200.

105242A

[Prefix GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2201.

105242E

[Replace with MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2202.

105242G

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

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2203.

105242D

[You Have Been Grid Squared](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2204.

105242F

[Queries on Distincts](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2205.

105242L

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

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2206.

105242C

[Powerful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2207.

105242M

[Taim and Zingers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2208.

105242J

[The Square Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2209.

105164L

[Lost Land of Numeralia](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2210.

105167D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2211.

105167J

[Just Too Much Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2212.

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2213.

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2214.

105167A

[Attending Classes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2215.

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2216.

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2217.

105167C

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

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2218.

104349G

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

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2219.

105198C

[Alpha Beta](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2220.

105198K

[Center of Attraction?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2221.

105198F

[Not A Giveaway](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2222.

105198I

[Optimal Tree Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2223.

105198A

[Monke's Favourite Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2224.

105198E

[Jor Shongkot](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2225.

105198H

[Stupid Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2226.

105198L

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

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2227.

105198J

[Monke, Potato and Their Knight Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2228.

105198D

[Geometry Class](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2229.

105198B

[21---0?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2230.

105198M

[Too Easy?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2231.

101628K

[Know Your Statement](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2232.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2233.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2234.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2235.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2236.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2237.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2238.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2239.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2240.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2241.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2242.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2243.

105055N

[Nim?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2244.

105055L

[Le Café](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2245.

105055I

[DJ Interface](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2246.

105055F

[Festa Junina](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2247.

105055C

[Traveling Debtor](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2248.

105055B

[Bit Tennis](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2249.

105055H

[Hawarma](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2250.

105055E

[Email](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2251.

105055K

[Knock Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2252.

105055A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2253.

105055M

[Dimly Lit](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2254.

105055G

[Genie in the Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2255.

105055D

[Whose Turn Is It?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2256.

105055O

[Another Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2257.

105129H

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

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2258.

105129F

[Semi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2259.

105129I

[Drink Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2260.

105129G

[Bonus System](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2261.

105129B

[Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2262.

105129J

[Problem Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2263.

105129L

[15 Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2264.

105129A

[Khepri and the Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2265.

105129E

[The Longest Half Hour in the World](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2266.

105129K

[The Identity Crisis of Abdelaleem: A Prime Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2267.

105129D

[Two Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2268.

105129M

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

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2269.

104990F

[Friends Reunion at the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2270.

104990I

[Inspecting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2271.

104990G

[Gridtopia](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2272.

104990H

[Hidden Textland Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2273.

104990B

[Balindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2274.

104990A

[Apartment Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2275.

104990D

[Dynamic Park Pricing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2276.

105123G

[Cut and Splice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2277.

105123F

[Wildfires](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2278.

105123E

[Powerhouse of the Cell?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2279.

105123D1

[Predator or Prey \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2280.

105123D2

[Predator or Prey \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2281.

105123C

[Flipped DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2282.

105123A

[Mitosis](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2283.

105123B

[Neural Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2284.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2285.

105020D

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

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2286.

105003B

[Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2287.

105003C

[Equipartition](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2288.

105003A

[Debugging Terence Tao's Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2289.

101502G

[Most Common Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2290.

105020I

[Omar and Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2291.

105020L

[Black and White Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2292.

105020N

[How many rectangles?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2293.

105020E

[The Detective Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2294.

105020F

[Distinct](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2295.

105020M

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2296.

105020K

[Wrong digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2297.

105020C

[Ice Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2298.

105020B

[Hungry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2299.

105020H

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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2300.

105020J

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2301.

105020G

[String Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2302.

105020A

[Mood](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[_Sherbiny's solution](#)

2303.

104101H

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2304.

104101K

[Bit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2305.

104101B

[Steel of Heart](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2306.

104101F

[Survivor](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2307.

104101L

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2308.

104101C

[Add 9 Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2309.

104101J

[Simple Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2310.

104101A

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Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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2311.

104678I

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Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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2312.

104678E

[Football tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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2313.

104678G

[Two ants](#) · [Tutorial](#)

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2314.

104678C

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Rating: — · first AC: 2024-03-04 · PyPy 3-64 (first AC) · Tags: —

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2315.

104678J

[Find the cat](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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2316.

104678B

[Streamer night](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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2317.

104678F

[Astronomy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · PyPy 3-64 (first AC) · Tags: —

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2318.

104678A

[Ornament](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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2319.

104678D

[Basic examination](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · PyPy 3-64 (first AC) · Tags: —

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2320.

104257J

[Jiggle Joggle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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2321.

102680H

[Last Robotics](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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2322.

101915K

[Poor Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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2323.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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2324.

101883B

[Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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2325.

102830B

[Tryouts](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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2326.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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2327.

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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2328.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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2329.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2330.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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2331.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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2332.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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2333.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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2334.

104683D

[Sum and Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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2335.

104683F1

[Maximum Flow in DIV3?\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[_Sherbiny's solution](#)

2336.

104683E

[L-shaped Dominoes](#) · [Tutorial](#)

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2337.

104683C

[Yet Another \$\div 2\$ or \$+1\$ Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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2338.

104683B

[Left or Right Shift](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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2339.

104683A

[Banis and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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2340.

104663H

[Rotated Image](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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2341.

104663C

[Don't Let Them Pass](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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2342.

104663K

[Divisible by three](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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2343.

104663B

[Digit occurrence Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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2344.

104663L

[Not-Incomplete](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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2345.

104663G

[Not So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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2346.

103241N

[Teleport](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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2347.

103150G

[Segmentation Fault](#) · [Tutorial](#)

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2348.

103150I

[X-OR XOR](#) · [Tutorial](#)

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2349.

103150F

[Palindromicity](#) · [Tutorial](#)

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2350.

103150C

[EZPC Sort](#) · [Tutorial](#)

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2351.

103150E

[o](#) · [Tutorial](#)

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2352.

103150A

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2353.

101147H

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2354.

101147E

[Jumping](#) · [Tutorial](#)

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2355.

101147D

[Popcorn](#) · [Tutorial](#)

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2356.

100814D

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2357.

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[Unlucky Teacher](#) · [Tutorial](#)

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2358.

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[It is all about wisdom](#) · [Tutorial](#)

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2359.

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2360.

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2361.

102152D

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2362.

102152B

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2363.

102152C

[Large GCD](#) · [Tutorial](#)

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2364.

102152J

[Grid Beauty](#) · [Tutorial](#)

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2365.

102152I

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2366.

102152E

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2367.

102152G

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2368.

102152H

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2369.

102152F

[camelCase](#) · [Tutorial](#)

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2370.

101778D

[Help Conan](#) · [Tutorial](#)

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2371.

101853C

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2372.

101853A

[Zero Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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2373.

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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2374.

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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2375.

101853J

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

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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2376.

101853H

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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2377.

101853D

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2378.

101020D

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2379.

101020I

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2380.

101020G

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2381.

101020H

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2382.

101020E

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2383.

101020J

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2384.

101020F

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2385.

101020C

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101020B

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2387.

101020A

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2388.

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2389.

101343K

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2390.

101343E

[Abdallahman Ali Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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2391.

101343C

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2392.

101343H

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2393.

101343F

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Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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2394.

101343D

[Husam's Bug](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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2395.

101343I

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2396.

101343G

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2397.

1021575

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2398.

104381J

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2399.

104381C

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104393G

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2401.

104393D

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2402.

104393A

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2403.

104393C

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2404.

102942F

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2405.

102267F

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2406.

102267D

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2407.

102267I

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2408.

102267H

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2409.

102267B

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2410.

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2411.

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2412.

102267C

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2413.

103785C

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2414.

103241L

[Cooked Fish \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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2415.

103241J

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Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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2416.

103241K

[Necklaces](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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2417.

103241H

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2418.

103241G

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2419.

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2420.

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2421.

103241F

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2422.

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103241B

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2424.

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2426.

100712G

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2427.

1021576

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1021571

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1021574

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2431.

104381B

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2432.

104381G

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2433.

104381D

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2434.

104381H

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2435.

104381A

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2436.

104381F

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2437.

104246L

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2438.

104246G

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2439.

104246J

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2440.

104246F

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2441.

104246D

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Rating: — · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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2442.

104246H

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2443.

104246C

[Cave & Tommy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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2444.

104246A

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Rating: — · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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2445.

1028926

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2446.

1028921

[Unique Elements](#) · [Tutorial](#)

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2447.

1028925

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2448.

1028924

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2449.

1028922

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2450.

1028923

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2451.

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2452.

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2453.

104426H

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2454.

104426C

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2455.

104426N

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2456.

104426A

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2457.

101375J

[MaratonIME goes to Mito](#) · [Tutorial](#)

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2458.

101375H

[MaratonIME gets candies](#) · [Tutorial](#)

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2459.

101375E

[MaratonIME does \(not do\) PAs](#) · [Tutorial](#)

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2460.

101375G

[MaratonIME does a competition](#) · [Tutorial](#)

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2461.

101375K

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2462.

101375D

[MaratonIME in the golden moment](#) · [Tutorial](#)

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2463.

101375L

[MaratonIME doesn't like odd numbers](#) · [Tutorial](#)

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2464.

101375I

[MaratonIME divides fairly](#) · [Tutorial](#)

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2465.

101375C

[MaratonIME eats japanese food](#) · [Tutorial](#)

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2466.

101375F

[MaratonIME educates](#) · [Tutorial](#)

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2467.

101375B

[MaratonIME challenges USPGameDev](#) · [Tutorial](#)

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2468.

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[MaratonIME stacks popcorn buckets](#) · [Tutorial](#)

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2469.

1010211

[Guess the Number](#) · [Tutorial](#)

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2470.

102397H

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2471.

102397J

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2472.

102397I

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2473.

102397G

[Super Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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2474.

102397F

[Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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2475.

102397E

[Bashar and the bad land \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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2476.

102397D

[Bashar and the bad land \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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2477.

102397C

[The Ending Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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2478.

102397B

[Calculate The Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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2479.

102397A

[Bashar and SHAWERMA!](#) · [Tutorial](#)

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2480.

104386A

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

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2481.

104349D

[Yet another permutation problem](#) · [Tutorial](#)

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2482.

104349C

[Super Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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2483.

104349B

[Least SigDig](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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2484.

104349A

[Human Readable](#) · [Tutorial](#)

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