

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

<https://cfelitetracker.vercel.app>

# Unique solved — jk

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

Sort: Problem rating · easier first

Filters: none

Count: 2,227

1.

2218C

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

Quality: 26,403 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[jk](#) 's solution

2.

2218B

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

Quality: 33,652 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jk](#) 's solution

3.

2218A

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

Quality: 34,889 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[jk](#) 's solution

4.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,066 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[jk](#) 's solution

5.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,218 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[jk](#) 's solution

6.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[jk](#) 's solution

7.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[jk](#) 's solution

8.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[jk](#) 's solution

9.

2179A

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

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[jk](#) 's solution

**10.**

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,069 global accepts · Rating: 800 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[\\_\\_jk\\_\\_'s solution](#)

**11.**

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,540 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[\\_\\_jk\\_\\_'s solution](#)

**12.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings  
[\\_\\_jk\\_\\_'s solution](#)

**13.**

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math  
[\\_\\_jk\\_\\_'s solution](#)

**14.**

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[\\_\\_jk\\_\\_'s solution](#)

**15.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,045 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry  
[\\_\\_jk\\_\\_'s solution](#)

**16.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,417 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math  
[\\_\\_jk\\_\\_'s solution](#)

**17.**

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: \*special, implementation  
[\\_\\_jk\\_\\_'s solution](#)

**18.**

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-07 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math  
[\\_\\_jk\\_\\_'s solution](#)

**19.**

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[\\_\\_jk\\_\\_'s solution](#)

**20.**

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math  
[\\_\\_jk\\_\\_'s solution](#)

- 21.**  
2094B  
[Bobritto Bandito](#) · [Tutorial](#)  
Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms  
[\\_\\_jk\\_\\_'s solution](#)
- 22.**  
2094A  
[Trippi Troppi](#) · [Tutorial](#)  
Quality: 56,279 global accepts · Rating: 800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[\\_\\_jk\\_\\_'s solution](#)
- 23.**  
2107A  
[LRC and VIP](#) · [Tutorial](#)  
Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory  
[\\_\\_jk\\_\\_'s solution](#)
- 24.**  
2108A  
[Permutation Warm-Up](#) · [Tutorial](#)  
Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
[\\_\\_jk\\_\\_'s solution](#)
- 25.**  
2096A  
[Wonderful Sticks](#) · [Tutorial](#)  
Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[\\_\\_jk\\_\\_'s solution](#)
- 26.**  
2084A  
[Max and Mod](#) · [Tutorial](#)  
Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[\\_\\_jk\\_\\_'s solution](#)
- 27.**  
2071A  
[The Play Never Ends](#) · [Tutorial](#)  
Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[\\_\\_jk\\_\\_'s solution](#)
- 28.**  
2065B  
[Skibidus and Ohio](#) · [Tutorial](#)  
Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[\\_\\_jk\\_\\_'s solution](#)
- 29.**  
2065A  
[Skibidus and Amog'u](#) · [Tutorial](#)  
Quality: 55,630 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[\\_\\_jk\\_\\_'s solution](#)
- 30.**  
2062A  
[String](#) · [Tutorial](#)  
Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[\\_\\_jk\\_\\_'s solution](#)
- 31.**  
2063A  
[Minimal Coprime](#) · [Tutorial](#)  
Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[\\_jk\\_'s solution](#)

**32.**

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[\\_jk\\_'s solution](#)

**33.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[\\_jk\\_'s solution](#)

**34.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[\\_jk\\_'s solution](#)

**35.**

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

[\\_jk\\_'s solution](#)

**36.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,267 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[\\_jk\\_'s solution](#)

**37.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,974 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[\\_jk\\_'s solution](#)

**38.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,211 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[\\_jk\\_'s solution](#)

**39.**

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[\\_jk\\_'s solution](#)

**40.**

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_jk\\_'s solution](#)

**41.**

2031A

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

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[\\_jk\\_'s solution](#)

**42.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_jk\\_'s solution](#)

**43.**

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

[\\_jk\\_'s solution](#)

**44.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[\\_jk\\_'s solution](#)

**45.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,928 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[\\_jk\\_'s solution](#)

**46.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[\\_jk\\_'s solution](#)

**47.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[\\_jk\\_'s solution](#)

**48.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[\\_jk\\_'s solution](#)

**49.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,375 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[\\_jk\\_'s solution](#)

**50.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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**51.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[\\_jk\\_'s solution](#)

**52.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[\\_jk\\_'s solution](#)

- 53.**  
1985B  
[Maximum Multiple Sum](#) · [Tutorial](#)  
Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[\\_\\_jk\\_\\_'s solution](#)
- 54.**  
1985A  
[Creating Words](#) · [Tutorial](#)  
Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[\\_\\_jk\\_\\_'s solution](#)
- 55.**  
1984A  
[Strange Splitting](#) · [Tutorial](#)  
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[\\_\\_jk\\_\\_'s solution](#)
- 56.**  
1950C  
[Clock Conversion](#) · [Tutorial](#)  
Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[\\_\\_jk\\_\\_'s solution](#)
- 57.**  
1950B  
[Upscaling](#) · [Tutorial](#)  
Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_\\_jk\\_\\_'s solution](#)
- 58.**  
1950A  
[Stair, Peak, or Neither?](#) · [Tutorial](#)  
Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_\\_jk\\_\\_'s solution](#)
- 59.**  
1945A  
[Setting up Camp](#) · [Tutorial](#)  
Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[\\_\\_jk\\_\\_'s solution](#)
- 60.**  
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  
[\\_\\_jk\\_\\_'s solution](#)
- 61.**  
1923A  
[Moving Chips](#) · [Tutorial](#)  
Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[\\_\\_jk\\_\\_'s solution](#)
- 62.**  
1930A  
[Maximise The Score](#) · [Tutorial](#)  
Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[\\_\\_jk\\_\\_'s solution](#)
- 63.**  
1918A  
[Brick Wall](#) · [Tutorial](#)  
Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[\\_\\_jk\\_\\_'s solution](#)

**64.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[\\_\\_jk\\_'s solution](#)

**65.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**66.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**67.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**68.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[\\_\\_jk\\_'s solution](#)

**69.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[\\_\\_jk\\_'s solution](#)

**70.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-28 · Kotlin 1.9 (first AC) · Tags: binary search, implementation

[\\_\\_jk\\_'s solution](#)

**71.**

1915B

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

Quality: 50,351 global accepts · Rating: 800 · first AC: 2023-12-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, implementation

[\\_\\_jk\\_'s solution](#)

**72.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,796 global accepts · Rating: 800 · first AC: 2023-12-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, implementation

[\\_\\_jk\\_'s solution](#)

**73.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,244 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**74.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**75.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings

[\\_\\_jk\\_'s solution](#)

**76.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · Kotlin 1.7 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**77.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,615 global accepts · Rating: 800 · first AC: 2023-11-30 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, sortings

[\\_\\_jk\\_'s solution](#)

**78.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,294 global accepts · Rating: 800 · first AC: 2023-11-30 · Kotlin 1.7 (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**79.**

1899A

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

Quality: 92,738 global accepts · Rating: 800 · first AC: 2023-11-30 · Kotlin 1.7 (first AC) · Tags: games, math, number theory

[\\_\\_jk\\_'s solution](#)

**80.**

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[\\_\\_jk\\_'s solution](#)

**81.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**82.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[\\_\\_jk\\_'s solution](#)

**83.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[\\_\\_jk\\_'s solution](#)

**84.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**85.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,176 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[\\_\\_jk\\_\\_'s solution](#)

**86.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,344 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[\\_\\_jk\\_\\_'s solution](#)

**87.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,916 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_\\_'s solution](#)

**88.**

1855A

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

Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_\\_'s solution](#)

**89.**

1843C

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

Quality: 39,497 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[\\_\\_jk\\_\\_'s solution](#)

**90.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[\\_\\_jk\\_\\_'s solution](#)

**91.**

1843A

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

Quality: 37,309 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[\\_\\_jk\\_\\_'s solution](#)

**92.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[\\_\\_jk\\_\\_'s solution](#)

**93.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[\\_\\_jk\\_\\_'s solution](#)

**94.**

1837A

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

Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_\\_'s solution](#)

**95.**

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

[\\_\\_jk\\_\\_'s solution](#)

**96.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[\\_\\_jk\\_'s solution](#)

**97.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[\\_\\_jk\\_'s solution](#)

**98.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**99.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,711 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**100.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**101.**

1789A

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

Quality: 32,963 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[\\_\\_jk\\_'s solution](#)

**102.**

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**103.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,158 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[\\_\\_jk\\_'s solution](#)

**104.**

1791B

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

Quality: 52,662 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[\\_\\_jk\\_'s solution](#)

**105.**

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**106.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**107.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**108.**

1790A

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

Quality: 41,045 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[\\_\\_jk\\_'s solution](#)

**109.**

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**110.**

1777A

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

Quality: 44,007 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**111.**

1779A

[Hall of Fame](#) · [Tutorial](#)

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

[\\_\\_jk\\_'s solution](#)

**112.**

1762A

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

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

[\\_\\_jk\\_'s solution](#)

**113.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,006 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

**114.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_'s solution](#)

**115.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**116.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[\\_\\_jk\\_'s solution](#)

**117.**

1760B

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

Quality: 53,339 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[\\_\\_jk\\_'s solution](#)

**118.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,935 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[\\_jk\\_'s solution](#)

## 119.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[\\_jk\\_'s solution](#)

## 120.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[\\_jk\\_'s solution](#)

## 121.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[\\_jk\\_'s solution](#)

## 122.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[\\_jk\\_'s solution](#)

## 123.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[\\_jk\\_'s solution](#)

## 124.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[\\_jk\\_'s solution](#)

## 125.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[\\_jk\\_'s solution](#)

## 126.

1746B

[Rebellion](#) · [Tutorial](#)

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

[\\_jk\\_'s solution](#)

## 127.

1746A

[Maxmina](#) · [Tutorial](#)

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

[\\_jk\\_'s solution](#)

## 128.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,093 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[\\_jk\\_'s solution](#)

**129.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,295 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

**130.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[\\_\\_jk\\_'s solution](#)

**131.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[\\_\\_jk\\_'s solution](#)

**132.**

1736A

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

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[\\_\\_jk\\_'s solution](#)

**133.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_\\_jk\\_'s solution](#)

**134.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

**135.**

1730A

[Planets](#) · [Tutorial](#)

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

**136.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[\\_\\_jk\\_'s solution](#)

**137.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[\\_\\_jk\\_'s solution](#)

**138.**

1728A

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

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[\\_\\_jk\\_'s solution](#)

**139.**

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math  
[\\_\\_jk\\_'s solution](#)

**140.**

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[\\_\\_jk\\_'s solution](#)

**141.**

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**142.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**143.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**144.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**145.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,775 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**146.**

1704A

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

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

[\\_\\_jk\\_'s solution](#)

**147.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[\\_\\_jk\\_'s solution](#)

**148.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[\\_\\_jk\\_'s solution](#)

**149.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**150.**

1669C

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

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[\\_jk\\_'s solution](#)

### 151.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,544 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[\\_jk\\_'s solution](#)

### 152.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,531 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[\\_jk\\_'s solution](#)

### 153.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

### 154.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[\\_jk\\_'s solution](#)

### 155.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
[\\_jk\\_'s solution](#)

### 156.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[\\_jk\\_'s solution](#)

### 157.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers  
[\\_jk\\_'s solution](#)

### 158.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · Kotlin 1.5 (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

### 159.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,320 global accepts · Rating: 800 · first AC: 2022-02-22 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, implementation  
[\\_jk\\_'s solution](#)

### 160.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-22 · Kotlin 1.5 (first AC) · Tags: implementation  
[\\_jk\\_'s solution](#)

**161.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[\\_jk\\_'s solution](#)

**162.**

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[\\_jk\\_'s solution](#)

**163.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_jk\\_'s solution](#)

**164.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
[\\_jk\\_'s solution](#)

**165.**

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[\\_jk\\_'s solution](#)

**166.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[\\_jk\\_'s solution](#)

**167.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[\\_jk\\_'s solution](#)

**168.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_jk\\_'s solution](#)

**169.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

**170.**

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

**171.**

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_jk\\_'s solution](#)

**172.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[\\_jk\\_'s solution](#)

**173.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[\\_jk\\_'s solution](#)

**174.**

1584A

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

Quality: 15,537 global accepts · Rating: 800 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

**175.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[\\_jk\\_'s solution](#)

**176.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[\\_jk\\_'s solution](#)

**177.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,542 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

**178.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

**179.**

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special  
[\\_jk\\_'s solution](#)

**180.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings  
[\\_jk\\_'s solution](#)

**181.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings  
[\\_jk\\_'s solution](#)

**182.**

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**183.**

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**184.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_'s solution](#)

**185.**

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**186.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**187.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**188.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**189.**

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[\\_\\_jk\\_'s solution](#)

**190.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**191.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**192.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,510 global accepts · Rating: 800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**193.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**194.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[\\_\\_jk\\_'s solution](#)

**195.**

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,353 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**196.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[\\_\\_jk\\_'s solution](#)

**197.**

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[\\_\\_jk\\_'s solution](#)

**198.**

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[\\_\\_jk\\_'s solution](#)

**199.**

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**200.**

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[\\_\\_jk\\_'s solution](#)

**201.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

**202.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[\\_\\_jk\\_'s solution](#)

**203.**

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[\\_\\_jk\\_'s solution](#)

**204.**

1519A

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

Quality: 30,559 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

## 205.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

## 206.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

## 207.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[\\_\\_jk\\_'s solution](#)

## 208.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,092 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

## 209.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,655 global accepts · Rating: 800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[\\_\\_jk\\_'s solution](#)

## 210.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

## 211.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-07-22 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

## 212.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

## 213.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,859 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[\\_\\_jk\\_'s solution](#)

## 214.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[\\_\\_jk\\_'s solution](#)

## 215.

1431A

[Selling Hamburgers](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 800 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: \*special

[\\_\\_jk\\_'s solution](#)

**216.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[\\_\\_jk\\_'s solution](#)

**217.**

1480A

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

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[\\_\\_jk\\_'s solution](#)

**218.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**219.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**220.**

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**221.**

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**222.**

1472A

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

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**223.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[\\_\\_jk\\_'s solution](#)

**224.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_\\_jk\\_'s solution](#)

**225.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[\\_\\_jk\\_'s solution](#)

**226.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**227.**

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**228.**

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 800 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**229.**

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**230.**

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities

[\\_\\_jk\\_'s solution](#)

**231.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

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

[\\_\\_jk\\_'s solution](#)

**232.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**233.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**234.**

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**235.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_\\_jk\\_'s solution](#)

**236.**

1457A

[Prison Break](#) · [Tutorial](#)

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

[\\_\\_jk\\_'s solution](#)

**237.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**238.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**239.**

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**240.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,159 global accepts · Rating: 800 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[\\_\\_jk\\_'s solution](#)

**241.**

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_\\_jk\\_'s solution](#)

**242.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**243.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

**244.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**245.**

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**246.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[\\_\\_jk\\_'s solution](#)

**247.**

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**248.**

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_\\_jk\\_'s solution](#)

**249.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[\\_\\_jk\\_'s solution](#)

**250.**

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**251.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**252.**

731A

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

Quality: 53,206 global accepts · Rating: 800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**253.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**254.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**255.**

1445A

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

Quality: 20,360 global accepts · Rating: 800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**256.**

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**257.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**258.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**259.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**260.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,644 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**261.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,467 global accepts · Rating: 800 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[\\_\\_jk\\_'s solution](#)

**262.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**263.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**264.**

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_\\_jk\\_'s solution](#)

**265.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_\\_jk\\_'s solution](#)

**266.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[\\_\\_jk\\_'s solution](#)

**267.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_'s solution](#)

**268.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,957 global accepts · Rating: 800 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**269.**

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,661 global accepts · Rating: 800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_\\_jk\\_'s solution](#)

**270.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**271.**

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**272.**

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[\\_\\_jk\\_'s solution](#)

**273.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**274.**

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**275.**

1065A

[Vasya and Chocolate](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**276.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**277.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_'s solution](#)

**278.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[\\_\\_jk\\_'s solution](#)

**279.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,734 global accepts · Rating: 800 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[\\_\\_jk\\_'s solution](#)

**280.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**281.**

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,200 global accepts · Rating: 800 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_jk\\_'s solution](#)

**282.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_jk\\_'s solution](#)

**283.**

950A

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

Quality: 16,376 global accepts · Rating: 800 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_jk\\_'s solution](#)

**284.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,506 global accepts · Rating: 800 · first AC: 2020-07-23 · last AC: 2020-09-13 · PyPy 3 (first AC) · Tags: number theory

[\\_jk\\_'s solution](#)

**285.**

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_jk\\_'s solution](#)

**286.**

1409A

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

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[\\_jk\\_'s solution](#)

**287.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2019-12-06 · last AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[\\_jk\\_'s solution](#)

**288.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,235 global accepts · Rating: 800 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: implementation

[\\_jk\\_'s solution](#)

**289.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,808 global accepts · Rating: 800 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[\\_jk\\_'s solution](#)

**290.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: brute force

[\\_jk\\_'s solution](#)

**291.**

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,670 global accepts · Rating: 800 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: implementation

[\\_jk\\_'s solution](#)

**292.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: greedy, strings

[\\_\\_jk\\_'s solution](#)

**293.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,995 global accepts · Rating: 800 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**294.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 800 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: dp, implementation, math

[\\_\\_jk\\_'s solution](#)

**295.**

894A

[QAO](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: brute force, dp

[\\_\\_jk\\_'s solution](#)

**296.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**297.**

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[\\_\\_jk\\_'s solution](#)

**298.**

1392B

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

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

[\\_\\_jk\\_'s solution](#)

**299.**

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**300.**

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,038 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[\\_\\_jk\\_'s solution](#)

**301.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[\\_\\_jk\\_'s solution](#)

**302.**

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[\\_\\_jk\\_'s solution](#)

**303.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[\\_\\_jk\\_'s solution](#)

**304.**

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[\\_\\_jk\\_'s solution](#)

**305.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

**306.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**307.**

1391A

[Suborrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**308.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**309.**

1353B

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

Quality: 58,122 global accepts · Rating: 800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**310.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**311.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**312.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,591 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**313.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**314.**

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[\\_\\_jk\\_'s solution](#)

**315.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,875 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[\\_\\_jk\\_'s solution](#)

**316.**

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,489 global accepts · Rating: 800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**317.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[\\_\\_jk\\_'s solution](#)

**318.**

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[\\_\\_jk\\_'s solution](#)

**319.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2020-07-23 · last AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**320.**

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**321.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

**322.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,206 global accepts · Rating: 800 · first AC: 2019-12-30 · last AC: 2020-07-23 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**323.**

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2020-07-23 · last AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**324.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[\\_\\_jk\\_'s solution](#)

**325.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,687 global accepts · Rating: 800 · first AC: 2019-12-07 · last AC: 2020-07-23 · GNU C++11 (first AC) · Tags: greedy, math  
[\\_jk\\_'s solution](#)

**326.**

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math  
[\\_jk\\_'s solution](#)

**327.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,807 global accepts · Rating: 800 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory  
[\\_jk\\_'s solution](#)

**328.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math  
[\\_jk\\_'s solution](#)

**329.**

1234A

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

Quality: 29,553 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

**330.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

**331.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,774 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[\\_jk\\_'s solution](#)

**332.**

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,909 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[\\_jk\\_'s solution](#)

**333.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[\\_jk\\_'s solution](#)

**334.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,940 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[\\_jk\\_'s solution](#)

**335.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number

theory

[\\_\\_jk\\_'s solution](#)

**336.**

1353A

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

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**337.**

723A

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

Quality: 100,710 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[\\_\\_jk\\_'s solution](#)

**338.**

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,303 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**339.**

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,557 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math

[\\_\\_jk\\_'s solution](#)

**340.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,954 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**341.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,770 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[\\_\\_jk\\_'s solution](#)

**342.**

1374A

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

Quality: 64,178 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**343.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[\\_\\_jk\\_'s solution](#)

**344.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**345.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[\\_\\_jk\\_'s solution](#)

**346.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[\\_jk\\_'s solution](#)

**347.**

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[\\_jk\\_'s solution](#)

**348.**

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_jk\\_'s solution](#)

**349.**

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[\\_jk\\_'s solution](#)

**350.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_jk\\_'s solution](#)

**351.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_jk\\_'s solution](#)

**352.**

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[\\_jk\\_'s solution](#)

**353.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[\\_jk\\_'s solution](#)

**354.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2019-12-08 · last AC: 2020-07-18 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_jk\\_'s solution](#)

**355.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_jk\\_'s solution](#)

**356.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**357.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,749 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing, implementation

[\\_\\_jk\\_'s solution](#)

**358.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[\\_\\_jk\\_'s solution](#)

**359.**

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[\\_\\_jk\\_'s solution](#)

**360.**

16A

[Flag](#) · [Tutorial](#)

Quality: 17,252 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**361.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**362.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,425 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**363.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,668 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[\\_\\_jk\\_'s solution](#)

**364.**

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[\\_\\_jk\\_'s solution](#)

**365.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,254 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[\\_\\_jk\\_'s solution](#)

**366.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**367.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,721 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

### 368.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,088 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

### 369.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

[\\_\\_jk\\_'s solution](#)

### 370.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[\\_\\_jk\\_'s solution](#)

### 371.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[\\_\\_jk\\_'s solution](#)

### 372.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: math, number theory

[\\_\\_jk\\_'s solution](#)

### 373.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

### 374.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

### 375.

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

### 376.

1352A

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

Quality: 104,108 global accepts · Rating: 800 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

### 377.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

### 378.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**379.**

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**380.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**381.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**382.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,131 global accepts · Rating: 800 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**383.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,233 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

**384.**

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,666 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: games, math

[\\_\\_jk\\_'s solution](#)

**385.**

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

**386.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,361 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: dp, greedy

[\\_\\_jk\\_'s solution](#)

**387.**

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**388.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**389.**

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,456 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**390.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[\\_\\_jk\\_'s solution](#)

**391.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**392.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**393.**

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**394.**

1335A

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

Quality: 104,794 global accepts · Rating: 800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**395.**

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,945 global accepts · Rating: 800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**396.**

266B

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

Quality: 166,073 global accepts · Rating: 800 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[\\_\\_jk\\_'s solution](#)

**397.**

1328A

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

Quality: 131,899 global accepts · Rating: 800 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**398.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**399.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[\\_\\_jk\\_'s solution](#)

**400.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,557 global accepts · Rating: 800 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**401.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,805 global accepts · Rating: 800 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**402.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,413 global accepts · Rating: 800 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**403.**

1154A

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

Quality: 87,060 global accepts · Rating: 800 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**404.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**405.**

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,127 global accepts · Rating: 800 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**406.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: games, greedy, math

[\\_\\_jk\\_'s solution](#)

**407.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2019-12-31 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**408.**

977A

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

Quality: 217,479 global accepts · Rating: 800 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**409.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,134 global accepts · Rating: 800 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**410.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**411.**

791A

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

Quality: 257,206 global accepts · Rating: 800 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**412.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: brute force, math

[\\_\\_jk\\_'s solution](#)

**413.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,296 global accepts · Rating: 800 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**414.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,451 global accepts · Rating: 800 · first AC: 2019-12-10 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**415.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: brute force

[\\_\\_jk\\_'s solution](#)

**416.**

467A

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

Quality: 155,926 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**417.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,487 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**418.**

546A

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

Quality: 235,195 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[\\_\\_jk\\_'s solution](#)

**419.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[\\_\\_jk\\_'s solution](#)

**420.**

266A

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

Quality: 244,542 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**421.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,328 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[\\_\\_jk\\_'s solution](#)

**422.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**423.**

112A

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

Quality: 287,234 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**424.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**425.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[\\_\\_jk\\_'s solution](#)

**426.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: \*special, implementation

[\\_\\_jk\\_'s solution](#)

**427.**

71A

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

Quality: 503,222 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: strings

[\\_\\_jk\\_'s solution](#)

**428.**

281A

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

Quality: 270,969 global accepts · Rating: 800 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**429.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**430.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[\\_\\_jk\\_'s solution](#)

**431.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**432.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 900 · first AC: 2025-09-07 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math, number theory

[\\_\\_jk\\_'s solution](#)

**433.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,489 global accepts · Rating: 900 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: math

[\\_jk\\_'s solution](#)

**434.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[\\_jk\\_'s solution](#)

**435.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[\\_jk\\_'s solution](#)

**436.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[\\_jk\\_'s solution](#)

**437.**

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[\\_jk\\_'s solution](#)

**438.**

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[\\_jk\\_'s solution](#)

**439.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,405 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[\\_jk\\_'s solution](#)

**440.**

1954A

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

Quality: 27,628 global accepts · Rating: 900 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_jk\\_'s solution](#)

**441.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_jk\\_'s solution](#)

**442.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_jk\\_'s solution](#)

**443.**

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[\\_jk\\_'s solution](#)

**444.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,601 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[\\_jk\\_'s solution](#)

**445.**

1915D

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

Quality: 35,083 global accepts · Rating: 900 · first AC: 2023-12-28 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, strings  
[\\_jk\\_'s solution](#)

**446.**

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[\\_jk\\_'s solution](#)

**447.**

1855B

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

Quality: 44,919 global accepts · Rating: 900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[\\_jk\\_'s solution](#)

**448.**

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[\\_jk\\_'s solution](#)

**449.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[\\_jk\\_'s solution](#)

**450.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[\\_jk\\_'s solution](#)

**451.**

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[\\_jk\\_'s solution](#)

**452.**

1771A

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

Quality: 25,301 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings  
[\\_jk\\_'s solution](#)

**453.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[\\_jk\\_'s solution](#)

**454.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[\\_jk\\_'s solution](#)

**455.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[\\_\\_jk\\_'s solution](#)

**456.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[\\_\\_jk\\_'s solution](#)

**457.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[\\_\\_jk\\_'s solution](#)

**458.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[\\_\\_jk\\_'s solution](#)

**459.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[\\_\\_jk\\_'s solution](#)

**460.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,937 global accepts · Rating: 900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[\\_\\_jk\\_'s solution](#)

**461.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[\\_\\_jk\\_'s solution](#)

**462.**

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,683 global accepts · Rating: 900 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings  
[\\_\\_jk\\_'s solution](#)

**463.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2020-07-24 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[\\_\\_jk\\_'s solution](#)

**464.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[\\_\\_jk\\_'s solution](#)

**465.**

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[\\_\\_jk\\_'s solution](#)

**466.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 900 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_jk\\_'s solution](#)

**467.**

1593B

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

Quality: 40,644 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[\\_jk\\_'s solution](#)

**468.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: math

[\\_jk\\_'s solution](#)

**469.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[\\_jk\\_'s solution](#)

**470.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,582 global accepts · Rating: 900 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[\\_jk\\_'s solution](#)

**471.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, sortings

[\\_jk\\_'s solution](#)

**472.**

1247A

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

Rating: 900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_jk\\_'s solution](#)

**473.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[\\_jk\\_'s solution](#)

**474.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[\\_jk\\_'s solution](#)

**475.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[\\_jk\\_'s solution](#)

**476.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation, interactive

[\\_jk\\_'s solution](#)

**477.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**478.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**479.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[\\_\\_jk\\_'s solution](#)

**480.**

1475B

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

Quality: 57,244 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[\\_\\_jk\\_'s solution](#)

**481.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,811 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[\\_\\_jk\\_'s solution](#)

**482.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**483.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**484.**

1471A

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

Quality: 38,204 global accepts · Rating: 900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[\\_\\_jk\\_'s solution](#)

**485.**

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**486.**

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[\\_\\_jk\\_'s solution](#)

**487.**

556A

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

Quality: 46,388 global accepts · Rating: 900 · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**488.**

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

**489.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,023 global accepts · Rating: 900 · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**490.**

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**491.**

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[\\_\\_jk\\_'s solution](#)

**492.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,328 global accepts · Rating: 900 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**493.**

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[\\_\\_jk\\_'s solution](#)

**494.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**495.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**496.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**497.**

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,621 global accepts · Rating: 900 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**498.**

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,460 global accepts · Rating: 900 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[\\_\\_jk\\_'s solution](#)

**499.**

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**500.**

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[\\_\\_jk\\_'s solution](#)

**501.**

892A

[Greedy](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**502.**

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[\\_\\_jk\\_'s solution](#)

**503.**

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**504.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**505.**

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**506.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**507.**

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**508.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**509.**

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 900 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**510.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,581 global accepts · Rating: 900 · first AC: 2020-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**511.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**512.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[\\_\\_jk\\_'s solution](#)

**513.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**514.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[\\_\\_jk\\_'s solution](#)

**515.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[\\_\\_jk\\_'s solution](#)

**516.**

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**517.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**518.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[\\_\\_jk\\_'s solution](#)

**519.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**520.**

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,961 global accepts · Rating: 900 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**521.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[\\_\\_jk\\_'s solution](#)

**522.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[\\_\\_jk\\_'s solution](#)

**523.**

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 900 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**524.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2020-08-16 · PyPy 3 (first AC) · Tags: strings

[\\_\\_jk\\_'s solution](#)

**525.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,748 global accepts · Rating: 900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[\\_\\_jk\\_'s solution](#)

**526.**

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

**527.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,472 global accepts · Rating: 900 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[\\_\\_jk\\_'s solution](#)

**528.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[\\_\\_jk\\_'s solution](#)

**529.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**530.**

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[\\_\\_jk\\_'s solution](#)

**531.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2019-12-07 · last AC: 2020-07-31 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**532.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**533.**

580A

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

Quality: 104,683 global accepts · Rating: 900 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[\\_\\_jk\\_'s solution](#)

**534.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,069 global accepts · Rating: 900 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[\\_\\_jk\\_'s solution](#)

**535.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[\\_\\_jk\\_'s solution](#)

**536.**

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**537.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2019-12-08 · last AC: 2020-07-24 · GNU C++11 (first AC) · Tags: brute force, geometry

[\\_\\_jk\\_'s solution](#)

**538.**

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[\\_\\_jk\\_'s solution](#)

**539.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[\\_\\_jk\\_'s solution](#)

**540.**

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**541.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**542.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**543.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[\\_\\_jk\\_'s solution](#)

**544.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**545.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,387 global accepts · Rating: 900 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, math

[\\_\\_jk\\_'s solution](#)

**546.**

1335B

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

Quality: 42,598 global accepts · Rating: 900 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_'s solution](#)

**547.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math

[\\_\\_jk\\_'s solution](#)

**548.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,703 global accepts · Rating: 900 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**549.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**550.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**551.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**552.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**553.**

2199A

[Game](#) · [Tutorial](#)

Quality: 1,341 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: \*special

[\\_\\_jk\\_'s solution](#)

**554.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1000 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[\\_\\_jk\\_'s solution](#)

**555.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[\\_\\_jk\\_'s solution](#)

**556.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_'s solution](#)

**557.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,738 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[\\_\\_jk\\_'s solution](#)

**558.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**559.**

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**560.**

2005B1

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

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[\\_\\_jk\\_'s solution](#)

**561.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[\\_\\_jk\\_'s solution](#)

**562.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[\\_\\_jk\\_'s solution](#)

**563.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**564.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**565.**

1970A1

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

Quality: 7,237 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[\\_\\_jk\\_'s solution](#)

**566.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**567.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[\\_\\_jk\\_'s solution](#)

**568.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[\\_\\_jk\\_'s solution](#)

**569.**

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[\\_\\_jk\\_'s solution](#)

**570.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,570 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[\\_\\_jk\\_'s solution](#)

**571.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**572.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**573.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,956 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[\\_\\_jk\\_'s solution](#)

**574.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[\\_\\_jk\\_'s solution](#)

**575.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,264 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[\\_\\_jk\\_'s solution](#)

**576.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[\\_\\_jk\\_'s solution](#)

**577.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[\\_\\_jk\\_'s solution](#)

**578.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[\\_\\_jk\\_'s solution](#)

**579.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

**580.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[\\_\\_jk\\_'s solution](#)

**581.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[\\_\\_jk\\_'s solution](#)

**582.**

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[\\_\\_jk\\_'s solution](#)

**583.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,093 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers  
[\\_\\_jk\\_'s solution](#)

**584.**

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,267 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[\\_\\_jk\\_'s solution](#)

**585.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[\\_\\_jk\\_'s solution](#)

**586.**

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[\\_\\_jk\\_'s solution](#)

**587.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[\\_jk\\_'s solution](#)

**588.**

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[\\_jk\\_'s solution](#)

**589.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-09-07 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[\\_jk\\_'s solution](#)

**590.**

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[\\_jk\\_'s solution](#)

**591.**

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
[\\_jk\\_'s solution](#)

**592.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[\\_jk\\_'s solution](#)

**593.**

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_jk\\_'s solution](#)

**594.**

1474B

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

Quality: 40,324 global accepts · Rating: 1000 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory  
[\\_jk\\_'s solution](#)

**595.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[\\_jk\\_'s solution](#)

**596.**

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[\\_jk\\_'s solution](#)

**597.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs,

implementation

[\\_\\_jk\\_'s solution](#)

**598.**

1247B1

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

Rating: 1000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**599.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**600.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**601.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[\\_\\_jk\\_'s solution](#)

**602.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**603.**

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings

[\\_\\_jk\\_'s solution](#)

**604.**

1506C

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

Quality: 35,623 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[\\_\\_jk\\_'s solution](#)

**605.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**606.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**607.**

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**608.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[\\_jk\\_'s solution](#)

**609.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[\\_jk\\_'s solution](#)

**610.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[\\_jk\\_'s solution](#)

**611.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[\\_jk\\_'s solution](#)

**612.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy  
[\\_jk\\_'s solution](#)

**613.**

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

**614.**

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math  
[\\_jk\\_'s solution](#)

**615.**

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,234 global accepts · Rating: 1000 · first AC: 2020-10-11 · last AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[\\_jk\\_'s solution](#)

**616.**

1419D1

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

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[\\_jk\\_'s solution](#)

**617.**

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_jk\\_'s solution](#)

**618.**

476A

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

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**619.**

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_\\_jk\\_'s solution](#)

**620.**

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**621.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**622.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[\\_\\_jk\\_'s solution](#)

**623.**

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1000 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[\\_\\_jk\\_'s solution](#)

**624.**

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[\\_\\_jk\\_'s solution](#)

**625.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[\\_\\_jk\\_'s solution](#)

**626.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**627.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[\\_\\_jk\\_'s solution](#)

**628.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**629.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**630.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs

[\\_\\_jk\\_'s solution](#)

**631.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings, two pointers

[\\_\\_jk\\_'s solution](#)

**632.**

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math

[\\_\\_jk\\_'s solution](#)

**633.**

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[\\_\\_jk\\_'s solution](#)

**634.**

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**635.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**636.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · last AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_'s solution](#)

**637.**

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[\\_\\_jk\\_'s solution](#)

**638.**

1362A

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

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**639.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[\\_\\_jk\\_'s solution](#)

**640.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[\\_\\_jk\\_'s solution](#)

**641.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**642.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math

[\\_\\_jk\\_'s solution](#)

**643.**

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**644.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**645.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2019-12-31 · GNU C++11 (first AC) · Tags: greedy, strings

[\\_\\_jk\\_'s solution](#)

**646.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: brute force, math

[\\_\\_jk\\_'s solution](#)

**647.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[\\_\\_jk\\_'s solution](#)

**648.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**649.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**650.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**651.**

2218D

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

Quality: 18,399 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[\\_\\_jk\\_'s solution](#)

**652.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[\\_\\_jk\\_'s solution](#)

**653.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,666 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[\\_\\_jk\\_'s solution](#)

**654.**

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**655.**

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[\\_\\_jk\\_'s solution](#)

**656.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**657.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-07 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation, math

[\\_\\_jk\\_'s solution](#)

**658.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,860 global accepts · Rating: 1100 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[\\_\\_jk\\_'s solution](#)

**659.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[\\_\\_jk\\_'s solution](#)

**660.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[\\_\\_jk\\_'s solution](#)

**661.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[\\_\\_jk\\_'s solution](#)

**662.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**663.**

2065C1

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

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[\\_\\_jk\\_'s solution](#)

**664.**

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[\\_\\_jk\\_'s solution](#)

**665.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,196 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**666.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**667.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[\\_\\_jk\\_'s solution](#)

**668.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**669.**

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[\\_\\_jk\\_'s solution](#)

**670.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[\\_\\_jk\\_'s solution](#)

**671.**

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[\\_\\_jk\\_'s solution](#)

**672.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[\\_jk\\_'s solution](#)

**673.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp  
[\\_jk\\_'s solution](#)

**674.**

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, number theory  
[\\_jk\\_'s solution](#)

**675.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[\\_jk\\_'s solution](#)

**676.**

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[\\_jk\\_'s solution](#)

**677.**

1917B

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

Quality: 36,353 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[\\_jk\\_'s solution](#)

**678.**

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, implementation  
[\\_jk\\_'s solution](#)

**679.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-30 · Kotlin 1.7 (first AC) · Tags: greedy, math  
[\\_jk\\_'s solution](#)

**680.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-30 · Kotlin 1.7 (first AC) · Tags: dp, greedy, two pointers  
[\\_jk\\_'s solution](#)

**681.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,355 global accepts · Rating: 1100 · first AC: 2023-11-30 · Kotlin 1.7 (first AC) · Tags: brute force, implementation, number theory  
[\\_jk\\_'s solution](#)

**682.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,013 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[\\_jk\\_'s solution](#)

**683.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[\\_jk\\_'s solution](#)

**684.**

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[\\_jk\\_'s solution](#)

**685.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[\\_jk\\_'s solution](#)

**686.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math  
[\\_jk\\_'s solution](#)

**687.**

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[\\_jk\\_'s solution](#)

**688.**

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[\\_jk\\_'s solution](#)

**689.**

1807G2

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

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings  
[\\_jk\\_'s solution](#)

**690.**

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings  
[\\_jk\\_'s solution](#)

**691.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[\\_jk\\_'s solution](#)

**692.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[\\_jk\\_'s solution](#)

**693.**

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[\\_jk\\_'s solution](#)

**694.**

1791E

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

Quality: 41,282 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings  
[\\_jk\\_'s solution](#)

**695.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[\\_jk\\_'s solution](#)

**696.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[\\_jk\\_'s solution](#)

**697.**

1759C

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Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths  
[\\_jk\\_'s solution](#)

**698.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[\\_jk\\_'s solution](#)

**699.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,104 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory  
[\\_jk\\_'s solution](#)

**700.**

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers  
[\\_jk\\_'s solution](#)

**701.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**702.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
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**703.**

1672C

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[\\_\\_jk\\_'s solution](#)

**704.**

1669F

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Quality: 39,610 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[\\_\\_jk\\_'s solution](#)

**705.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

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[\\_\\_jk\\_'s solution](#)

**706.**

1656B

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**707.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

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[\\_\\_jk\\_'s solution](#)

**708.**

1637B

[MEX and Array](#) · [Tutorial](#)

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[\\_\\_jk\\_'s solution](#)

**709.**

1624C

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**710.**

1593D1

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**711.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

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**712.**

1365A

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Quality: 25,046 global accepts · Rating: 1100 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**713.**

1575A

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Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings  
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**714.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings  
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**715.**

1213B

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Quality: 31,555 global accepts · Rating: 1100 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: data structures, implementation  
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**716.**

1099B

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Quality: 11,478 global accepts · Rating: 1100 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math  
[\\_jk\\_'s solution](#)

**717.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
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**718.**

1042A

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Quality: 14,078 global accepts · Rating: 1100 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation  
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**719.**

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**720.**

1557B

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**721.**

1478B

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**722.**

1547C

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**723.**

1511C

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**724.**

1511B

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**725.**

1506B

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**726.**

1490C

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Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[\\_\\_jk\\_'s solution](#)

**727.**

1255B

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Quality: 12,526 global accepts · Rating: 1100 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

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**728.**

1176B

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Quality: 18,331 global accepts · Rating: 1100 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: math

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**729.**

1119A

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[\\_\\_jk\\_'s solution](#)

**730.**

1471B

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Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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**731.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[\\_\\_jk\\_'s solution](#)

**732.**

1227A

[Math Problem](#) · [Tutorial](#)

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[\\_\\_jk\\_'s solution](#)

**733.**

1173B

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Quality: 9,441 global accepts · Rating: 1100 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**734.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[\\_\\_jk\\_\\_'s solution](#)

### 735.

1157A

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Quality: 16,566 global accepts · Rating: 1100 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_\\_jk\\_\\_'s solution](#)

### 736.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math  
[\\_\\_jk\\_\\_'s solution](#)

### 737.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[\\_\\_jk\\_\\_'s solution](#)

### 738.

633A

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Quality: 14,693 global accepts · Rating: 1100 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[\\_\\_jk\\_\\_'s solution](#)

### 739.

1066A

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Quality: 15,428 global accepts · Rating: 1100 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: math  
[\\_\\_jk\\_\\_'s solution](#)

### 740.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[\\_\\_jk\\_\\_'s solution](#)

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347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[\\_\\_jk\\_\\_'s solution](#)

### 742.

224A

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### 743.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

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[\\_\\_jk\\_\\_'s solution](#)

### 744.

1428C

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[\\_\\_jk\\_\\_'s solution](#)

**745.**

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**746.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[\\_\\_jk\\_'s solution](#)

**747.**

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**748.**

785B

[Anton and Classes](#) · [Tutorial](#)

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[\\_\\_jk\\_'s solution](#)

**749.**

731B

[Coupons and Discounts](#) · [Tutorial](#)

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**750.**

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

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[\\_\\_jk\\_'s solution](#)

**751.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[\\_\\_jk\\_'s solution](#)

**752.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[\\_\\_jk\\_'s solution](#)

**753.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**754.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**755.**

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,027 global accepts · Rating: 1100 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[\\_\\_jk\\_'s solution](#)

**756.**

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**757.**

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[\\_\\_jk\\_'s solution](#)

**758.**

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**759.**

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: math  
[\\_\\_jk\\_'s solution](#)

**760.**

1015C

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Quality: 21,400 global accepts · Rating: 1100 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: sortings  
[\\_\\_jk\\_'s solution](#)

**761.**

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
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**762.**

629B

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Quality: 8,338 global accepts · Rating: 1100 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force  
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**763.**

355A

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**764.**

712B

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Quality: 10,315 global accepts · Rating: 1100 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
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**765.**

501B

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**766.**

845A

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**767.**

630D

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[\\_\\_jk\\_\\_'s solution](#)

**768.**

858A

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[\\_\\_jk\\_\\_'s solution](#)

**769.**

1327A

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**770.**

1375A

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**771.**

1382B

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**772.**

1360C

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[\\_\\_jk\\_\\_'s solution](#)

**773.**

1345B

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[\\_\\_jk\\_\\_'s solution](#)

**774.**

1342B

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Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[\\_\\_jk\\_\\_'s solution](#)

**775.**

1334B

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Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_\\_'s solution](#)

**776.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_\\_'s solution](#)

**777.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: \*special, greedy, implementation

[\\_\\_jk\\_\\_'s solution](#)

**778.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: implementation, math  
[\\_\\_jk\\_'s solution](#)

**779.**

2218E

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**780.**

2196A

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Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[\\_\\_jk\\_'s solution](#)

**781.**

2178C

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Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[\\_\\_jk\\_'s solution](#)

**782.**

2172E

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Quality: 5,898 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
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**783.**

2161C

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**784.**

2148E

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[\\_\\_jk\\_'s solution](#)

**785.**

2141B

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**786.**

2137D

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Quality: 19,545 global accepts · Rating: 1200 · first AC: 2025-09-07 · Kotlin 1.9 (first AC) · Tags: constructive algorithms  
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**787.**

2094E

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Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks  
[\\_\\_jk\\_'s solution](#)

**788.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[\\_jk\\_'s solution](#)

**789.**

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[\\_jk\\_'s solution](#)

**790.**

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy  
[\\_jk\\_'s solution](#)

**791.**

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[\\_jk\\_'s solution](#)

**792.**

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings  
[\\_jk\\_'s solution](#)

**793.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[\\_jk\\_'s solution](#)

**794.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings  
[\\_jk\\_'s solution](#)

**795.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[\\_jk\\_'s solution](#)

**796.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
[\\_jk\\_'s solution](#)

**797.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[\\_jk\\_'s solution](#)

**798.**

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory  
[\\_jk\\_'s solution](#)

**799.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math  
[\\_\\_jk\\_'s solution](#)

**800.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[\\_\\_jk\\_'s solution](#)

**801.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[\\_\\_jk\\_'s solution](#)

**802.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[\\_\\_jk\\_'s solution](#)

**803.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[\\_\\_jk\\_'s solution](#)

**804.**

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math  
[\\_\\_jk\\_'s solution](#)

**805.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings  
[\\_\\_jk\\_'s solution](#)

**806.**

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[\\_\\_jk\\_'s solution](#)

**807.**

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[\\_\\_jk\\_'s solution](#)

**808.**

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, greedy, math, strings  
[\\_\\_jk\\_'s solution](#)

**809.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · Kotlin 1.6 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

### 810.

1872D

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

Quality: 38,821 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

### 811.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[\\_\\_jk\\_'s solution](#)

### 812.

1857C

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

Quality: 41,751 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

### 813.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[\\_\\_jk\\_'s solution](#)

### 814.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[\\_\\_jk\\_'s solution](#)

### 815.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[\\_\\_jk\\_'s solution](#)

### 816.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,560 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[\\_\\_jk\\_'s solution](#)

### 817.

1744D

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

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[\\_\\_jk\\_'s solution](#)

### 818.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,619 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[\\_\\_jk\\_'s solution](#)

### 819.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[\\_\\_jk\\_'s solution](#)

**820.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[\\_\\_jk\\_'s solution](#)

**821.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[\\_\\_jk\\_'s solution](#)

**822.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[\\_\\_jk\\_'s solution](#)

**823.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[\\_\\_jk\\_'s solution](#)

**824.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[\\_\\_jk\\_'s solution](#)

**825.**

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[\\_\\_jk\\_'s solution](#)

**826.**

1635C

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

Quality: 25,130 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**827.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**828.**

1097B

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

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[\\_\\_jk\\_'s solution](#)

**829.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**830.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[\\_jk\\_'s solution](#)

**831.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[\\_jk\\_'s solution](#)

**832.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings  
[\\_jk\\_'s solution](#)

**833.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[\\_jk\\_'s solution](#)

**834.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[\\_jk\\_'s solution](#)

**835.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

**836.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[\\_jk\\_'s solution](#)

**837.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation  
[\\_jk\\_'s solution](#)

**838.**

433B

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

Quality: 53,861 global accepts · Rating: 1200 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings  
[\\_jk\\_'s solution](#)

**839.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs  
[\\_jk\\_'s solution](#)

**840.**

1272C

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

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation  
[\\_\\_jk\\_'s solution](#)

**841.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[\\_\\_jk\\_'s solution](#)

**842.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[\\_\\_jk\\_'s solution](#)

**843.**

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings  
[\\_\\_jk\\_'s solution](#)

**844.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[\\_\\_jk\\_'s solution](#)

**845.**

1497C1

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

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[\\_\\_jk\\_'s solution](#)

**846.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[\\_\\_jk\\_'s solution](#)

**847.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[\\_\\_jk\\_'s solution](#)

**848.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[\\_\\_jk\\_'s solution](#)

**849.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings  
[\\_\\_jk\\_'s solution](#)

**850.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation  
[\\_\\_jk\\_'s solution](#)

**851.**

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[\\_\\_jk\\_\\_'s solution](#)

**852.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,686 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[\\_\\_jk\\_\\_'s solution](#)

**853.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2021-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_\\_'s solution](#)

**854.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings

[\\_\\_jk\\_\\_'s solution](#)

**855.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_\\_'s solution](#)

**856.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[\\_\\_jk\\_\\_'s solution](#)

**857.**

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[\\_\\_jk\\_\\_'s solution](#)

**858.**

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_\\_'s solution](#)

**859.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_\\_'s solution](#)

**860.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[\\_\\_jk\\_\\_'s solution](#)

**861.**

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[\\_\\_jk\\_\\_'s solution](#)

**862.**

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

**863.**

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation  
[\\_\\_jk\\_'s solution](#)

**864.**

1006C

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

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers  
[\\_\\_jk\\_'s solution](#)

**865.**

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[\\_\\_jk\\_'s solution](#)

**866.**

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[\\_\\_jk\\_'s solution](#)

**867.**

1433D

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

Quality: 30,577 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar  
[\\_\\_jk\\_'s solution](#)

**868.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation  
[\\_\\_jk\\_'s solution](#)

**869.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[\\_\\_jk\\_'s solution](#)

**870.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,810 global accepts · Rating: 1200 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math  
[\\_\\_jk\\_'s solution](#)

**871.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation  
[\\_\\_jk\\_'s solution](#)

**872.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**873.**

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[\\_\\_jk\\_'s solution](#)

**874.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[\\_\\_jk\\_'s solution](#)

**875.**

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[\\_\\_jk\\_'s solution](#)

**876.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[\\_\\_jk\\_'s solution](#)

**877.**

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[\\_\\_jk\\_'s solution](#)

**878.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**879.**

1392C

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

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

[\\_\\_jk\\_'s solution](#)

**880.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[\\_\\_jk\\_'s solution](#)

**881.**

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**882.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**883.**

546B

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

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[\\_\\_jk\\_'s solution](#)

**884.**

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**885.**

1399C

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

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[\\_\\_jk\\_'s solution](#)

**886.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[\\_\\_jk\\_'s solution](#)

**887.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**888.**

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,639 global accepts · Rating: 1200 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**889.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**890.**

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · last AC: 2020-07-27 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[\\_\\_jk\\_'s solution](#)

**891.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[\\_\\_jk\\_'s solution](#)

**892.**

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[\\_\\_jk\\_'s solution](#)

**893.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[\\_\\_jk\\_'s solution](#)

**894.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[\\_\\_jk\\_'s solution](#)

**895.**

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[\\_\\_jk\\_'s solution](#)

**896.**

1352C

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

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: binary search, math

[\\_\\_jk\\_'s solution](#)

**897.**

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**898.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[\\_\\_jk\\_'s solution](#)

**899.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**900.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**901.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**902.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[\\_\\_jk\\_'s solution](#)

**903.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,089 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[\\_jk\\_'s solution](#)

**904.**

2201A1

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

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[\\_jk\\_'s solution](#)

**905.**

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[\\_jk\\_'s solution](#)

**906.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[\\_jk\\_'s solution](#)

**907.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 1300 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[\\_jk\\_'s solution](#)

**908.**

2172M

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

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[\\_jk\\_'s solution](#)

**909.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[\\_jk\\_'s solution](#)

**910.**

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[\\_jk\\_'s solution](#)

**911.**

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[\\_jk\\_'s solution](#)

**912.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[\\_jk\\_'s solution](#)

**913.**

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[\\_jk\\_'s solution](#)

**914.**

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[\\_\\_jk\\_'s solution](#)

**915.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[\\_\\_jk\\_'s solution](#)

**916.**

1999E

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

Quality: 23,620 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[\\_\\_jk\\_'s solution](#)

**917.**

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[\\_\\_jk\\_'s solution](#)

**918.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[\\_\\_jk\\_'s solution](#)

**919.**

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**920.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[\\_\\_jk\\_'s solution](#)

**921.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_\\_jk\\_'s solution](#)

**922.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[\\_\\_jk\\_'s solution](#)

**923.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[\\_\\_jk\\_'s solution](#)

**924.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,522 global accepts · Rating: 1300 · first AC: 2023-12-28 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, math

[\\_\\_jk\\_'s solution](#)

**925.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-30 · Kotlin 1.7 (first AC) · Tags: greedy, implementation, sortings

[\\_\\_jk\\_'s solution](#)

**926.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-30 · Kotlin 1.7 (first AC) · Tags: hashing, math, number theory

[\\_\\_jk\\_'s solution](#)

**927.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,319 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[\\_\\_jk\\_'s solution](#)

**928.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[\\_\\_jk\\_'s solution](#)

**929.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,772 global accepts · Rating: 1300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[\\_\\_jk\\_'s solution](#)

**930.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[\\_\\_jk\\_'s solution](#)

**931.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[\\_\\_jk\\_'s solution](#)

**932.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[\\_\\_jk\\_'s solution](#)

**933.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[\\_\\_jk\\_'s solution](#)

**934.**

1778B

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

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

[\\_\\_jk\\_'s solution](#)

**935.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

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

[\\_\\_jk\\_'s solution](#)

**936.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_\\_jk\\_'s solution](#)

**937.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[\\_\\_jk\\_'s solution](#)

**938.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[\\_\\_jk\\_'s solution](#)

**939.**

1737B

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

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

[\\_\\_jk\\_'s solution](#)

**940.**

1733C

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

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[\\_\\_jk\\_'s solution](#)

**941.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[\\_\\_jk\\_'s solution](#)

**942.**

1660C

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

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[\\_\\_jk\\_'s solution](#)

**943.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[\\_\\_jk\\_'s solution](#)

**944.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[\\_\\_jk\\_'s solution](#)

**945.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[\\_\\_jk\\_'s solution](#)

**946.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[\\_\\_jk\\_'s solution](#)

**947.**

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[\\_\\_jk\\_'s solution](#)

**948.**

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[\\_\\_jk\\_'s solution](#)

**949.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[\\_\\_jk\\_'s solution](#)

**950.**

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[\\_\\_jk\\_'s solution](#)

**951.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[\\_\\_jk\\_'s solution](#)

**952.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search  
[\\_\\_jk\\_'s solution](#)

**953.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

**954.**

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[\\_\\_jk\\_'s solution](#)

**955.**

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings  
[\\_\\_jk\\_'s solution](#)

**956.**

1247B2

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

Rating: 1300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[\\_\\_jk\\_'s solution](#)

**957.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**958.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[\\_\\_jk\\_'s solution](#)

**959.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[\\_\\_jk\\_'s solution](#)

**960.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**961.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[\\_\\_jk\\_'s solution](#)

**962.**

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**963.**

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

**964.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[\\_\\_jk\\_'s solution](#)

**965.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[\\_\\_jk\\_'s solution](#)

**966.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**967.**

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[\\_jk\\_'s solution](#)

**968.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[\\_jk\\_'s solution](#)

**969.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_jk\\_'s solution](#)

**970.**

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation

[\\_jk\\_'s solution](#)

**971.**

1454D

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

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[\\_jk\\_'s solution](#)

**972.**

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[\\_jk\\_'s solution](#)

**973.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_jk\\_'s solution](#)

**974.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_jk\\_'s solution](#)

**975.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[\\_jk\\_'s solution](#)

**976.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_jk\\_'s solution](#)

**977.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,488 global accepts · Rating: 1300 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation,

sortings

[\\_\\_jk\\_'s solution](#)

**978.**

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[\\_\\_jk\\_'s solution](#)

**979.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[\\_\\_jk\\_'s solution](#)

**980.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,253 global accepts · Rating: 1300 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**981.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**982.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**983.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[\\_\\_jk\\_'s solution](#)

**984.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[\\_\\_jk\\_'s solution](#)

**985.**

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[\\_\\_jk\\_'s solution](#)

**986.**

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[\\_\\_jk\\_'s solution](#)

**987.**

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[\\_\\_jk\\_'s solution](#)

**988.**

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_'s solution](#)

**989.**

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**990.**

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**991.**

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**992.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[\\_\\_jk\\_'s solution](#)

**993.**

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, strings

[\\_\\_jk\\_'s solution](#)

**994.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**995.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**996.**

371B

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

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[\\_\\_jk\\_'s solution](#)

**997.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[\\_\\_jk\\_'s solution](#)

**998.**

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[\\_\\_jk\\_'s solution](#)

**999.**

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[\\_\\_jk\\_'s solution](#)

**1000.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, number theory

[\\_\\_jk\\_'s solution](#)

**1001.**

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[\\_\\_jk\\_'s solution](#)

**1002.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[\\_\\_jk\\_'s solution](#)

**1003.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[\\_\\_jk\\_'s solution](#)

**1004.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[\\_\\_jk\\_'s solution](#)

**1005.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[\\_\\_jk\\_'s solution](#)

**1006.**

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**1007.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

**1008.**

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, math

[\\_\\_jk\\_'s solution](#)

**1009.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[\\_\\_jk\\_'s solution](#)

### 1010.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[\\_\\_jk\\_'s solution](#)

### 1011.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[\\_\\_jk\\_'s solution](#)

### 1012.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[\\_\\_jk\\_'s solution](#)

### 1013.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[\\_\\_jk\\_'s solution](#)

### 1014.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[\\_\\_jk\\_'s solution](#)

### 1015.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[\\_\\_jk\\_'s solution](#)

### 1016.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

### 1017.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, math

[\\_\\_jk\\_'s solution](#)

### 1018.

1970C1

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

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[\\_\\_jk\\_'s solution](#)

### 1019.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[\\_\\_jk\\_'s solution](#)

**1020.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[\\_jk\\_'s solution](#)

**1021.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[\\_jk\\_'s solution](#)

**1022.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[\\_jk\\_'s solution](#)

**1023.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[\\_jk\\_'s solution](#)

**1024.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[\\_jk\\_'s solution](#)

**1025.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[\\_jk\\_'s solution](#)

**1026.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[\\_jk\\_'s solution](#)

**1027.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,569 global accepts · Rating: 1400 · first AC: 2023-12-05 · Kotlin 1.7 (first AC) · Tags: binary search, constructive algorithms

[\\_jk\\_'s solution](#)

**1028.**

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy

[\\_jk\\_'s solution](#)

**1029.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-30 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, greedy, math

[\\_jk\\_'s solution](#)

**1030.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[\\_\\_jk\\_'s solution](#)

### 1031.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[\\_\\_jk\\_'s solution](#)

### 1032.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[\\_\\_jk\\_'s solution](#)

### 1033.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

### 1034.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[\\_\\_jk\\_'s solution](#)

### 1035.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

### 1036.

1800E1

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

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[\\_\\_jk\\_'s solution](#)

### 1037.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[\\_\\_jk\\_'s solution](#)

### 1038.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,492 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[\\_\\_jk\\_'s solution](#)

### 1039.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[\\_\\_jk\\_'s solution](#)

### 1040.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**1041.**

1771B

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

Quality: 21,331 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[\\_\\_jk\\_'s solution](#)

**1042.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

**1043.**

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[\\_\\_jk\\_'s solution](#)

**1044.**

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[\\_\\_jk\\_'s solution](#)

**1045.**

1374D

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

Quality: 31,086 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, two pointers

[\\_\\_jk\\_'s solution](#)

**1046.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[\\_\\_jk\\_'s solution](#)

**1047.**

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**1048.**

1728C

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

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

[\\_\\_jk\\_'s solution](#)

**1049.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[\\_\\_jk\\_'s solution](#)

**1050.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**1051.**

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,584 global accepts · Rating: 1400 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[\\_jk\\_'s solution](#)

**1052.**

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[\\_jk\\_'s solution](#)

**1053.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees  
[\\_jk\\_'s solution](#)

**1054.**

713A

[Sonya and Queries](#) · [Tutorial](#)

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[\\_jk\\_'s solution](#)

**1055.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers  
[\\_jk\\_'s solution](#)

**1056.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
[\\_jk\\_'s solution](#)

**1057.**

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: math  
[\\_jk\\_'s solution](#)

**1058.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[\\_jk\\_'s solution](#)

**1059.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[\\_jk\\_'s solution](#)

**1060.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[\\_jk\\_'s solution](#)

**1061.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[\\_\\_jk\\_'s solution](#)

**1062.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[\\_\\_jk\\_'s solution](#)

**1063.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu

[\\_\\_jk\\_'s solution](#)

**1064.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[\\_\\_jk\\_'s solution](#)

**1065.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[\\_\\_jk\\_'s solution](#)

**1066.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[\\_\\_jk\\_'s solution](#)

**1067.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**1068.**

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar

[\\_\\_jk\\_'s solution](#)

**1069.**

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-08-26 · last AC: 2021-10-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**1070.**

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[\\_\\_jk\\_'s solution](#)

**1071.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[\\_\\_jk\\_'s solution](#)

**1072.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy  
[\\_jk\\_'s solution](#)

**1073.**

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[\\_jk\\_'s solution](#)

**1074.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[\\_jk\\_'s solution](#)

**1075.**

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[\\_jk\\_'s solution](#)

**1076.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[\\_jk\\_'s solution](#)

**1077.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[\\_jk\\_'s solution](#)

**1078.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,986 global accepts · Rating: 1400 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation  
[\\_jk\\_'s solution](#)

**1079.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers  
[\\_jk\\_'s solution](#)

**1080.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings  
[\\_jk\\_'s solution](#)

**1081.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math  
[\\_jk\\_'s solution](#)

**1082.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation  
[\\_\\_jk\\_'s solution](#)

**1083.**

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[\\_\\_jk\\_'s solution](#)

**1084.**

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy  
[\\_\\_jk\\_'s solution](#)

**1085.**

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, two pointers  
[\\_\\_jk\\_'s solution](#)

**1086.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math  
[\\_\\_jk\\_'s solution](#)

**1087.**

1183D

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

Quality: 20,418 global accepts · Rating: 1400 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[\\_\\_jk\\_'s solution](#)

**1088.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[\\_\\_jk\\_'s solution](#)

**1089.**

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
[\\_\\_jk\\_'s solution](#)

**1090.**

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[\\_\\_jk\\_'s solution](#)

**1091.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[\\_\\_jk\\_'s solution](#)

**1092.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

### 1093.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_'s solution](#)

### 1094.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[\\_\\_jk\\_'s solution](#)

### 1095.

1453B

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

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

[\\_\\_jk\\_'s solution](#)

### 1096.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[\\_\\_jk\\_'s solution](#)

### 1097.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[\\_\\_jk\\_'s solution](#)

### 1098.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

### 1099.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[\\_\\_jk\\_'s solution](#)

### 1100.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[\\_\\_jk\\_'s solution](#)

### 1101.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[\\_\\_jk\\_'s solution](#)

### 1102.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**1103.**

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

**1104.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[\\_\\_jk\\_'s solution](#)

**1105.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[\\_\\_jk\\_'s solution](#)

**1106.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings  
[\\_\\_jk\\_'s solution](#)

**1107.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[\\_\\_jk\\_'s solution](#)

**1108.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[\\_\\_jk\\_'s solution](#)

**1109.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,646 global accepts · Rating: 1400 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees  
[\\_\\_jk\\_'s solution](#)

**1110.**

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

**1111.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[\\_\\_jk\\_'s solution](#)

**1112.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[\\_\\_jk\\_'s solution](#)

**1113.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[\\_\\_jk\\_'s solution](#)

**1114.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[\\_jk\\_'s solution](#)

**1115.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math  
[\\_jk\\_'s solution](#)

**1116.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_jk\\_'s solution](#)

**1117.**

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy  
[\\_jk\\_'s solution](#)

**1118.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive  
[\\_jk\\_'s solution](#)

**1119.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[\\_jk\\_'s solution](#)

**1120.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,684 global accepts · Rating: 1400 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[\\_jk\\_'s solution](#)

**1121.**

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics  
[\\_jk\\_'s solution](#)

**1122.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[\\_jk\\_'s solution](#)

**1123.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math  
[\\_jk\\_'s solution](#)

**1124.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive,

math

[\\_jk\\_'s solution](#)

**1125.**

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_jk\\_'s solution](#)

**1126.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[\\_jk\\_'s solution](#)

**1127.**

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_jk\\_'s solution](#)

**1128.**

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_jk\\_'s solution](#)

**1129.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[\\_jk\\_'s solution](#)

**1130.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, games

[\\_jk\\_'s solution](#)

**1131.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,179 global accepts · Rating: 1400 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[\\_jk\\_'s solution](#)

**1132.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

[\\_jk\\_'s solution](#)

**1133.**

1362C

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

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[\\_jk\\_'s solution](#)

**1134.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[\\_jk\\_'s solution](#)

**1135.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dp, math, number theory

[\\_jk\\_'s solution](#)

**1136.**

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[\\_jk\\_'s solution](#)

**1137.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[\\_jk\\_'s solution](#)

**1138.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[\\_jk\\_'s solution](#)

**1139.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[\\_jk\\_'s solution](#)

**1140.**

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[\\_jk\\_'s solution](#)

**1141.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[\\_jk\\_'s solution](#)

**1142.**

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[\\_jk\\_'s solution](#)

**1143.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[\\_jk\\_'s solution](#)

**1144.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[\\_jk\\_'s solution](#)

### 1145.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[\\_jk\\_'s solution](#)

### 1146.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,961 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[\\_jk\\_'s solution](#)

### 1147.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 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

[\\_jk\\_'s solution](#)

### 1148.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,603 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[\\_jk\\_'s solution](#)

### 1149.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[\\_jk\\_'s solution](#)

### 1150.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[\\_jk\\_'s solution](#)

### 1151.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[\\_jk\\_'s solution](#)

### 1152.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory, strings

[\\_jk\\_'s solution](#)

### 1153.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[\\_jk\\_'s solution](#)

### 1154.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer, sortings

[\\_jk\\_'s solution](#)

**1155.**

1891C

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

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[\\_\\_jk\\_'s solution](#)

**1156.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[\\_\\_jk\\_'s solution](#)

**1157.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[\\_\\_jk\\_'s solution](#)

**1158.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[\\_\\_jk\\_'s solution](#)

**1159.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[\\_\\_jk\\_'s solution](#)

**1160.**

1800E2

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

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[\\_\\_jk\\_'s solution](#)

**1161.**

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[\\_\\_jk\\_'s solution](#)

**1162.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[\\_\\_jk\\_'s solution](#)

**1163.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[\\_\\_jk\\_'s solution](#)

**1164.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**1165.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[\\_jk\\_'s solution](#)

**1166.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings  
[\\_jk\\_'s solution](#)

**1167.**

1744E1

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

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[\\_jk\\_'s solution](#)

**1168.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings  
[\\_jk\\_'s solution](#)

**1169.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[\\_jk\\_'s solution](#)

**1170.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math  
[\\_jk\\_'s solution](#)

**1171.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games  
[\\_jk\\_'s solution](#)

**1172.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math  
[\\_jk\\_'s solution](#)

**1173.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[\\_jk\\_'s solution](#)

**1174.**

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs  
[\\_jk\\_'s solution](#)

**1175.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[\\_\\_jk\\_'s solution](#)

**1176.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings  
[\\_\\_jk\\_'s solution](#)

**1177.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, strings, two pointers  
[\\_\\_jk\\_'s solution](#)

**1178.**

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

**1179.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices  
[\\_\\_jk\\_'s solution](#)

**1180.**

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
[\\_\\_jk\\_'s solution](#)

**1181.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths  
[\\_\\_jk\\_'s solution](#)

**1182.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[\\_\\_jk\\_'s solution](#)

**1183.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,515 global accepts · Rating: 1500 · first AC: 2022-03-04 · Kotlin 1.5 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math  
[\\_\\_jk\\_'s solution](#)

**1184.**

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,879 global accepts · Rating: 1500 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[\\_\\_jk\\_'s solution](#)

**1185.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[\\_jk\\_'s solution](#)

**1186.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_jk\\_'s solution](#)

**1187.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_jk\\_'s solution](#)

**1188.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[\\_jk\\_'s solution](#)

**1189.**

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[\\_jk\\_'s solution](#)

**1190.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[\\_jk\\_'s solution](#)

**1191.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[\\_jk\\_'s solution](#)

**1192.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[\\_jk\\_'s solution](#)

**1193.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[\\_jk\\_'s solution](#)

**1194.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[\\_jk\\_'s solution](#)

**1195.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,797 global accepts · Rating: 1500 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[\\_jk\\_'s solution](#)

**1196.**

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1500 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[\\_\\_jk\\_'s solution](#)

### 1197.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[\\_\\_jk\\_'s solution](#)

### 1198.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,459 global accepts · Rating: 1500 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[\\_\\_jk\\_'s solution](#)

### 1199.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[\\_\\_jk\\_'s solution](#)

### 1200.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[\\_\\_jk\\_'s solution](#)

### 1201.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

### 1202.

1101C

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

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[\\_\\_jk\\_'s solution](#)

### 1203.

1551C

[Interesting Story](#) · [Tutorial](#)

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[\\_\\_jk\\_'s solution](#)

### 1204.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[\\_\\_jk\\_'s solution](#)

### 1205.

1538F

[Interesting Function](#) · [Tutorial](#)

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[\\_\\_jk\\_'s solution](#)

### 1206.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[\\_\\_jk\\_'s solution](#)

**1207.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[\\_\\_jk\\_'s solution](#)

**1208.**

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**1209.**

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**1210.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[\\_\\_jk\\_'s solution](#)

**1211.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**1212.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**1213.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[\\_\\_jk\\_'s solution](#)

**1214.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, strings

[\\_\\_jk\\_'s solution](#)

**1215.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[\\_\\_jk\\_'s solution](#)

**1216.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, ternary search

[\\_\\_jk\\_'s solution](#)

**1217.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[\\_jk\\_'s solution](#)

**1218.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory  
[\\_jk\\_'s solution](#)

**1219.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[\\_jk\\_'s solution](#)

**1220.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[\\_jk\\_'s solution](#)

**1221.**

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[\\_jk\\_'s solution](#)

**1222.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings  
[\\_jk\\_'s solution](#)

**1223.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[\\_jk\\_'s solution](#)

**1224.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[\\_jk\\_'s solution](#)

**1225.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[\\_jk\\_'s solution](#)

**1226.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory  
[\\_jk\\_'s solution](#)

**1227.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[\\_jk\\_'s solution](#)

**1228.**

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[\\_jk\\_'s solution](#)

**1229.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[\\_jk\\_'s solution](#)

**1230.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[\\_jk\\_'s solution](#)

**1231.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[\\_jk\\_'s solution](#)

**1232.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[\\_jk\\_'s solution](#)

**1233.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[\\_jk\\_'s solution](#)

**1234.**

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[\\_jk\\_'s solution](#)

**1235.**

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_jk\\_'s solution](#)

**1236.**

1219D

[Workout plan](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[\\_jk\\_'s solution](#)

**1237.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[\\_\\_jk\\_'s solution](#)

### 1238.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

### 1239.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_\\_jk\\_'s solution](#)

### 1240.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_\\_jk\\_'s solution](#)

### 1241.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

### 1242.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[\\_\\_jk\\_'s solution](#)

### 1243.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[\\_\\_jk\\_'s solution](#)

### 1244.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_\\_jk\\_'s solution](#)

### 1245.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

### 1246.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[\\_\\_jk\\_'s solution](#)

### 1247.

1405C

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

Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[\\_\\_jk\\_'s solution](#)

**1248.**

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[\\_\\_jk\\_'s solution](#)

**1249.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[\\_\\_jk\\_'s solution](#)

**1250.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings  
[\\_\\_jk\\_'s solution](#)

**1251.**

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[\\_\\_jk\\_'s solution](#)

**1252.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[\\_\\_jk\\_'s solution](#)

**1253.**

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math  
[\\_\\_jk\\_'s solution](#)

**1254.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[\\_\\_jk\\_'s solution](#)

**1255.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers  
[\\_\\_jk\\_'s solution](#)

**1256.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
[\\_\\_jk\\_'s solution](#)

**1257.**

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory  
[\\_\\_jk\\_'s solution](#)

**1258.**

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings  
[\\_\\_jk\\_'s solution](#)

### 1259.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[\\_\\_jk\\_'s solution](#)

### 1260.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[\\_\\_jk\\_'s solution](#)

### 1261.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[\\_\\_jk\\_'s solution](#)

### 1262.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers  
[\\_\\_jk\\_'s solution](#)

### 1263.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math  
[\\_\\_jk\\_'s solution](#)

### 1264.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy  
[\\_\\_jk\\_'s solution](#)

### 1265.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

### 1266.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

### 1267.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms, greedy  
[\\_\\_jk\\_'s solution](#)

### 1268.

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers  
[\\_\\_jk\\_'s solution](#)

**1269.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math  
[\\_jk\\_'s solution](#)

**1270.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[\\_jk\\_'s solution](#)

**1271.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[\\_jk\\_'s solution](#)

**1272.**

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[\\_jk\\_'s solution](#)

**1273.**

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees  
[\\_jk\\_'s solution](#)

**1274.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers  
[\\_jk\\_'s solution](#)

**1275.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[\\_jk\\_'s solution](#)

**1276.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math  
[\\_jk\\_'s solution](#)

**1277.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math  
[\\_jk\\_'s solution](#)

**1278.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,211 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[\\_jk\\_'s solution](#)

**1279.**

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[\\_\\_jk\\_\\_'s solution](#)

**1280.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[\\_\\_jk\\_\\_'s solution](#)

**1281.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[\\_\\_jk\\_\\_'s solution](#)

**1282.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[\\_\\_jk\\_\\_'s solution](#)

**1283.**

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[\\_\\_jk\\_\\_'s solution](#)

**1284.**

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[\\_\\_jk\\_\\_'s solution](#)

**1285.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,793 global accepts · Rating: 1600 · first AC: 2023-12-05 · Kotlin 1.7 (first AC) · Tags: brute force, combinatorics, number theory

[\\_\\_jk\\_\\_'s solution](#)

**1286.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-30 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[\\_\\_jk\\_\\_'s solution](#)

**1287.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[\\_\\_jk\\_\\_'s solution](#)

**1288.**

1843E

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

Quality: 17,806 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

[\\_\\_jk\\_\\_'s solution](#)

**1289.**

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[\\_\\_jk\\_\\_'s solution](#)

### 1290.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[\\_\\_jk\\_\\_'s solution](#)

### 1291.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[\\_\\_jk\\_\\_'s solution](#)

### 1292.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[\\_\\_jk\\_\\_'s solution](#)

### 1293.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[\\_\\_jk\\_\\_'s solution](#)

### 1294.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[\\_\\_jk\\_\\_'s solution](#)

### 1295.

1771C

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

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[\\_\\_jk\\_\\_'s solution](#)

### 1296.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[\\_\\_jk\\_\\_'s solution](#)

### 1297.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[\\_\\_jk\\_\\_'s solution](#)

### 1298.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[\\_\\_jk\\_\\_'s solution](#)

### 1299.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[\\_\\_jk\\_\\_'s solution](#)

**1300.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**1301.**

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[\\_\\_jk\\_'s solution](#)

**1302.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[\\_\\_jk\\_'s solution](#)

**1303.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, two pointers

[\\_\\_jk\\_'s solution](#)

**1304.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**1305.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[\\_\\_jk\\_'s solution](#)

**1306.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[\\_\\_jk\\_'s solution](#)

**1307.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[\\_\\_jk\\_'s solution](#)

**1308.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[\\_\\_jk\\_'s solution](#)

**1309.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_\\_jk\\_'s solution](#)

**1310.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[\\_\\_jk\\_'s solution](#)

**1311.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math  
[\\_\\_jk\\_'s solution](#)

**1312.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[\\_\\_jk\\_'s solution](#)

**1313.**

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[\\_\\_jk\\_'s solution](#)

**1314.**

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[\\_\\_jk\\_'s solution](#)

**1315.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

**1316.**

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees  
[\\_\\_jk\\_'s solution](#)

**1317.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings  
[\\_\\_jk\\_'s solution](#)

**1318.**

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[\\_\\_jk\\_'s solution](#)

**1319.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[\\_\\_jk\\_'s solution](#)

**1320.**

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_\\_jk\\_'s solution](#)

**1321.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy  
[\\_\\_jk\\_'s solution](#)

**1322.**

495B

[Modular Equations](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[\\_\\_jk\\_'s solution](#)

**1323.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[\\_\\_jk\\_'s solution](#)

**1324.**

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[\\_\\_jk\\_'s solution](#)

**1325.**

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, two pointers  
[\\_\\_jk\\_'s solution](#)

**1326.**

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory  
[\\_\\_jk\\_'s solution](#)

**1327.**

1529C

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

Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[\\_\\_jk\\_'s solution](#)

**1328.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math  
[\\_\\_jk\\_'s solution](#)

**1329.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive  
[\\_\\_jk\\_'s solution](#)

**1330.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[\\_\\_jk\\_'s solution](#)

**1331.**

1526C2

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

Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[\\_jk\\_'s solution](#)

### 1332.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings  
[\\_jk\\_'s solution](#)

### 1333.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy  
[\\_jk\\_'s solution](#)

### 1334.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs  
[\\_jk\\_'s solution](#)

### 1335.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers  
[\\_jk\\_'s solution](#)

### 1336.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp  
[\\_jk\\_'s solution](#)

### 1337.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[\\_jk\\_'s solution](#)

### 1338.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings  
[\\_jk\\_'s solution](#)

### 1339.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices  
[\\_jk\\_'s solution](#)

### 1340.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[\\_jk\\_'s solution](#)

### 1341.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[\\_jk\\_'s solution](#)

**1342.**

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_jk\\_'s solution](#)

**1343.**

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[\\_jk\\_'s solution](#)

**1344.**

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[\\_jk\\_'s solution](#)

**1345.**

1475E

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[\\_jk\\_'s solution](#)

**1346.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[\\_jk\\_'s solution](#)

**1347.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[\\_jk\\_'s solution](#)

**1348.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2021-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_jk\\_'s solution](#)

**1349.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[\\_jk\\_'s solution](#)

**1350.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_jk\\_'s solution](#)

**1351.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_jk\\_'s solution](#)

**1352.**

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[\\_\\_jk\\_'s solution](#)

### 1353.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[\\_\\_jk\\_'s solution](#)

### 1354.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: games, trees  
[\\_\\_jk\\_'s solution](#)

### 1355.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers  
[\\_\\_jk\\_'s solution](#)

### 1356.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees  
[\\_\\_jk\\_'s solution](#)

### 1357.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[\\_\\_jk\\_'s solution](#)

### 1358.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings  
[\\_\\_jk\\_'s solution](#)

### 1359.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers  
[\\_\\_jk\\_'s solution](#)

### 1360.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation  
[\\_\\_jk\\_'s solution](#)

### 1361.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[\\_\\_jk\\_'s solution](#)

### 1362.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[\\_\\_jk\\_'s solution](#)

**1363.**

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing

[\\_\\_jk\\_\\_'s solution](#)

**1364.**

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

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**1365.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[\\_\\_jk\\_\\_'s solution](#)

**1366.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[\\_\\_jk\\_\\_'s solution](#)

**1367.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[\\_\\_jk\\_\\_'s solution](#)

**1368.**

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[\\_\\_jk\\_\\_'s solution](#)

**1369.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[\\_\\_jk\\_\\_'s solution](#)

**1370.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_\\_'s solution](#)

**1371.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_\\_'s solution](#)

**1372.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_\\_jk\\_\\_'s solution](#)

**1373.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

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**1374.**

1424J

[Lonely Numbers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math

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**1375.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

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**1376.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,050 global accepts · Rating: 1600 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

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**1377.**

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_jk\\_'s solution](#)

**1378.**

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: math

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**1379.**

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[\\_jk\\_'s solution](#)

**1380.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math

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**1381.**

1352G

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Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[\\_jk\\_'s solution](#)

**1382.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

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**1383.**

2201A2

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Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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**1384.**

2201B

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**1385.**

2178D

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**1386.**

2161B

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**1387.**

2159A

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Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

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**1388.**

2150B

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**1389.**

2147D

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**1390.**

2094G

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**1391.**

2096C

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Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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**1392.**

2080B

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**1393.**

2071C

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**1394.**

2065G

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**1395.**

2065F

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**1396.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

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**1397.**

2044G1

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**1398.**

2052F

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**1399.**

2031D

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**1400.**

2023B

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Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

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**1401.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

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**1402.**

1999G2

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

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**1403.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

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**1404.**

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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**1405.**

678D

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**1406.**

1722F

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Quality: 8,014 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

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**1407.**

627A

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Quality: 4,798 global accepts · Rating: 1700 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

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**1408.**

1982D

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**1409.**

1985H1

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**1410.**

1984C2

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**1411.**

1970C2

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

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**1412.**

1950F

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**1413.**

1934C

[Find a Mine](#) · [Tutorial](#)

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**1414.**

1936A

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**1415.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

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**1416.**

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

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**1417.**

1906M

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**1418.**

1903D1

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Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · Kotlin 1.6 (first AC) · Tags: binary search, bitmasks, brute force, greedy

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**1419.**

1901D

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Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-30 · Kotlin 1.7 (first AC) · Tags: binary search, dp, greedy, implementation, math

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**1420.**

1893B

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**1421.**

1884C

[Medium Design](#) · [Tutorial](#)

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[\\_\\_jk\\_'s solution](#)

**1422.**

439D

[Devu and his Brother](#) · [Tutorial](#)

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[\\_\\_jk\\_'s solution](#)

**1423.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

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[\\_\\_jk\\_'s solution](#)

**1424.**

427C

[Checkposts](#) · [Tutorial](#)

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**1425.**

747E

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[\\_jk\\_'s solution](#)

**1426.**

1706D1

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[\\_jk\\_'s solution](#)

**1427.**

260C

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**1428.**

578A

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**1429.**

1146C

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**1430.**

1413D

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[\\_jk\\_'s solution](#)

**1431.**

1807F

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[\\_jk\\_'s solution](#)

**1432.**

1479A

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**1433.**

1777C

[Quiz Master](#) · [Tutorial](#)

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**1434.**

1779D

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[\\_jk\\_'s solution](#)

**1435.**

1770C

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**1436.**

1422C

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**1437.**

1765D

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**1438.**

1203D2

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[\\_jk\\_'s solution](#)

**1439.**

1497E1

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**1440.**

1672D

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Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[\\_jk\\_'s solution](#)

**1441.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[\\_jk\\_'s solution](#)

**1442.**

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, shortest paths

[\\_jk\\_'s solution](#)

**1443.**

1009C

[Annoying Present](#) · [Tutorial](#)

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**1444.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

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**1445.**

1611E1

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**1446.**

1660F1

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**1447.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[\\_\\_jk\\_'s solution](#)

**1448.**

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math

[\\_\\_jk\\_'s solution](#)

**1449.**

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[\\_\\_jk\\_'s solution](#)

**1450.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[\\_\\_jk\\_'s solution](#)

**1451.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[\\_\\_jk\\_'s solution](#)

**1452.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[\\_\\_jk\\_'s solution](#)

**1453.**

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[\\_\\_jk\\_'s solution](#)

**1454.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[\\_\\_jk\\_'s solution](#)

**1455.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[\\_\\_jk\\_'s solution](#)

**1456.**

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, bitmasks, dp, greedy

[\\_\\_jk\\_'s solution](#)

**1457.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[\\_\\_jk\\_'s solution](#)

**1458.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[\\_\\_jk\\_'s solution](#)

**1459.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[\\_\\_jk\\_'s solution](#)

**1460.**

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[\\_\\_jk\\_'s solution](#)

**1461.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[\\_\\_jk\\_'s solution](#)

**1462.**

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[\\_\\_jk\\_'s solution](#)

**1463.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**1464.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[\\_\\_jk\\_'s solution](#)

**1465.**

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[\\_\\_jk\\_'s solution](#)

**1466.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

**1467.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_'s solution](#)

**1468.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[\\_\\_jk\\_'s solution](#)

**1469.**

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, shortest paths

[\\_\\_jk\\_'s solution](#)

**1470.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[\\_\\_jk\\_'s solution](#)

**1471.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: math

[\\_\\_jk\\_'s solution](#)

**1472.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[\\_\\_jk\\_'s solution](#)

**1473.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[\\_\\_jk\\_'s solution](#)

**1474.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_'s solution](#)

**1475.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[\\_\\_jk\\_'s solution](#)

### 1476.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[\\_\\_jk\\_'s solution](#)

### 1477.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[\\_\\_jk\\_'s solution](#)

### 1478.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

### 1479.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[\\_\\_jk\\_'s solution](#)

### 1480.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, ternary search

[\\_\\_jk\\_'s solution](#)

### 1481.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[\\_\\_jk\\_'s solution](#)

### 1482.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[\\_\\_jk\\_'s solution](#)

### 1483.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[\\_\\_jk\\_'s solution](#)

### 1484.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2021-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[\\_\\_jk\\_'s solution](#)

### 1485.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[\\_\\_jk\\_'s solution](#)

**1486.**

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation  
[\\_\\_jk\\_'s solution](#)

**1487.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
[\\_\\_jk\\_'s solution](#)

**1488.**

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation  
[\\_\\_jk\\_'s solution](#)

**1489.**

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[\\_\\_jk\\_'s solution](#)

**1490.**

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[\\_\\_jk\\_'s solution](#)

**1491.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math  
[\\_\\_jk\\_'s solution](#)

**1492.**

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[\\_\\_jk\\_'s solution](#)

**1493.**

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[\\_\\_jk\\_'s solution](#)

**1494.**

1324E

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

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[\\_\\_jk\\_'s solution](#)

**1495.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[\\_\\_jk\\_'s solution](#)

**1496.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[\\_\\_jk\\_'s solution](#)

### 1497.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[\\_\\_jk\\_'s solution](#)

### 1498.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[\\_\\_jk\\_'s solution](#)

### 1499.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[\\_\\_jk\\_'s solution](#)

### 1500.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[\\_\\_jk\\_'s solution](#)

### 1501.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: \*special, math

[\\_\\_jk\\_'s solution](#)

### 1502.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[\\_\\_jk\\_'s solution](#)

### 1503.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[\\_\\_jk\\_'s solution](#)

### 1504.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[\\_\\_jk\\_'s solution](#)

### 1505.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[\\_\\_jk\\_'s solution](#)

### 1506.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[\\_jk\\_'s solution](#)

### 1507.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[\\_jk\\_'s solution](#)

### 1508.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[\\_jk\\_'s solution](#)

### 1509.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: \*special, brute force

[\\_jk\\_'s solution](#)

### 1510.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, math

[\\_jk\\_'s solution](#)

### 1511.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[\\_jk\\_'s solution](#)

### 1512.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[\\_jk\\_'s solution](#)

### 1513.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[\\_jk\\_'s solution](#)

### 1514.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[\\_jk\\_'s solution](#)

### 1515.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[\\_jk\\_'s solution](#)

### 1516.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[\\_\\_jk\\_'s solution](#)

### 1517.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, trees  
[\\_\\_jk\\_'s solution](#)

### 1518.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: \*special, sortings  
[\\_\\_jk\\_'s solution](#)

### 1519.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math  
[\\_\\_jk\\_'s solution](#)

### 1520.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[\\_\\_jk\\_'s solution](#)

### 1521.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[\\_\\_jk\\_'s solution](#)

### 1522.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings  
[\\_\\_jk\\_'s solution](#)

### 1523.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[\\_\\_jk\\_'s solution](#)

### 1524.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation  
[\\_\\_jk\\_'s solution](#)

### 1525.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[\\_\\_jk\\_'s solution](#)

### 1526.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, number theory  
[\\_\\_jk\\_'s solution](#)

**1527.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[\\_\\_jk\\_'s solution](#)

**1528.**

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[\\_\\_jk\\_'s solution](#)

**1529.**

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[\\_\\_jk\\_'s solution](#)

**1530.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings

[\\_\\_jk\\_'s solution](#)

**1531.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[\\_\\_jk\\_'s solution](#)

**1532.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[\\_\\_jk\\_'s solution](#)

**1533.**

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[\\_\\_jk\\_'s solution](#)

**1534.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[\\_\\_jk\\_'s solution](#)

**1535.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[\\_\\_jk\\_'s solution](#)

**1536.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[\\_\\_jk\\_'s solution](#)

**1537.**

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, greedy  
[\\_\\_jk\\_\\_'s solution](#)

**1538.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math  
[\\_\\_jk\\_\\_'s solution](#)

**1539.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: sortings  
[\\_\\_jk\\_\\_'s solution](#)

**1540.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy  
[\\_\\_jk\\_\\_'s solution](#)

**1541.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: number theory  
[\\_\\_jk\\_\\_'s solution](#)

**1542.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · last AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy  
[\\_\\_jk\\_\\_'s solution](#)

**1543.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, two pointers  
[\\_\\_jk\\_\\_'s solution](#)

**1544.**

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math  
[\\_\\_jk\\_\\_'s solution](#)

**1545.**

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[\\_\\_jk\\_\\_'s solution](#)

**1546.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers  
[\\_\\_jk\\_\\_'s solution](#)

**1547.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[\\_jk\\_'s solution](#)

### 1548.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[\\_jk\\_'s solution](#)

### 1549.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[\\_jk\\_'s solution](#)

### 1550.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math

[\\_jk\\_'s solution](#)

### 1551.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[\\_jk\\_'s solution](#)

### 1552.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[\\_jk\\_'s solution](#)

### 1553.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[\\_jk\\_'s solution](#)

### 1554.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[\\_jk\\_'s solution](#)

### 1555.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[\\_jk\\_'s solution](#)

### 1556.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[\\_jk\\_'s solution](#)

### 1557.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, greedy, two pointers

[\\_\\_jk\\_'s solution](#)

**1558.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[\\_\\_jk\\_'s solution](#)

**1559.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[\\_\\_jk\\_'s solution](#)

**1560.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[\\_\\_jk\\_'s solution](#)

**1561.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_'s solution](#)

**1562.**

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[\\_\\_jk\\_'s solution](#)

**1563.**

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[\\_\\_jk\\_'s solution](#)

**1564.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[\\_\\_jk\\_'s solution](#)

**1565.**

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[\\_\\_jk\\_'s solution](#)

**1566.**

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation, math

[\\_\\_jk\\_'s solution](#)

**1567.**

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[\\_\\_jk\\_'s solution](#)

### 1568.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[\\_\\_jk\\_'s solution](#)

### 1569.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[\\_\\_jk\\_'s solution](#)

### 1570.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[\\_\\_jk\\_'s solution](#)

### 1571.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[\\_\\_jk\\_'s solution](#)

### 1572.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[\\_\\_jk\\_'s solution](#)

### 1573.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[\\_\\_jk\\_'s solution](#)

### 1574.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[\\_\\_jk\\_'s solution](#)

### 1575.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[\\_\\_jk\\_'s solution](#)

### 1576.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[\\_\\_jk\\_'s solution](#)

### 1577.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[\\_\\_jk\\_'s solution](#)

### 1578.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[\\_\\_jk\\_'s solution](#)

### 1579.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[\\_\\_jk\\_'s solution](#)

### 1580.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[\\_\\_jk\\_'s solution](#)

### 1581.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[\\_\\_jk\\_'s solution](#)

### 1582.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

### 1583.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[\\_\\_jk\\_'s solution](#)

### 1584.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[\\_\\_jk\\_'s solution](#)

### 1585.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[\\_\\_jk\\_'s solution](#)

### 1586.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[\\_\\_jk\\_'s solution](#)

### 1587.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, greedy, implementation, shortest paths

[\\_jk\\_'s solution](#)

**1588.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[\\_jk\\_'s solution](#)

**1589.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[\\_jk\\_'s solution](#)

**1590.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[\\_jk\\_'s solution](#)

**1591.**

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[\\_jk\\_'s solution](#)

**1592.**

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[\\_jk\\_'s solution](#)

**1593.**

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[\\_jk\\_'s solution](#)

**1594.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[\\_jk\\_'s solution](#)

**1595.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[\\_jk\\_'s solution](#)

**1596.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[\\_jk\\_'s solution](#)

**1597.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[\\_jk\\_'s solution](#)

**1598.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[\\_jk\\_'s solution](#)

**1599.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings  
[\\_jk\\_'s solution](#)

**1600.**

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers  
[\\_jk\\_'s solution](#)

**1601.**

1443D

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

Rating: 1800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[\\_jk\\_'s solution](#)

**1602.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math  
[\\_jk\\_'s solution](#)

**1603.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math  
[\\_jk\\_'s solution](#)

**1604.**

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[\\_jk\\_'s solution](#)

**1605.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory  
[\\_jk\\_'s solution](#)

**1606.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math  
[\\_jk\\_'s solution](#)

**1607.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings  
[\\_jk\\_'s solution](#)

**1608.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
[\\_jk\\_'s solution](#)

**1609.**

2148G

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

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory  
[\\_jk\\_'s solution](#)

**1610.**

1585D

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

Quality: 4,385 global accepts · Rating: 1900 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math  
[\\_jk\\_'s solution](#)

**1611.**

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy  
[\\_jk\\_'s solution](#)

**1612.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory  
[\\_jk\\_'s solution](#)

**1613.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings  
[\\_jk\\_'s solution](#)

**1614.**

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  
[\\_jk\\_'s solution](#)

**1615.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings  
[\\_jk\\_'s solution](#)

**1616.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive  
[\\_jk\\_'s solution](#)

**1617.**

2022D1

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

Quality: 4,017 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  
[\\_jk\\_'s solution](#)

**1618.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[\\_\\_jk\\_'s solution](#)

**1619.**

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

[\\_\\_jk\\_'s solution](#)

**1620.**

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory

[\\_\\_jk\\_'s solution](#)

**1621.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[\\_\\_jk\\_'s solution](#)

**1622.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[\\_\\_jk\\_'s solution](#)

**1623.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[\\_\\_jk\\_'s solution](#)

**1624.**

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms

[\\_\\_jk\\_'s solution](#)

**1625.**

1970B1

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

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_'s solution](#)

**1626.**

1970C3

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

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[\\_\\_jk\\_'s solution](#)

**1627.**

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[\\_\\_jk\\_'s solution](#)

**1628.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs,

hashing, implementation, strings

[\\_jk\\_'s solution](#)

**1629.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[\\_jk\\_'s solution](#)

**1630.**

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[\\_jk\\_'s solution](#)

**1631.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[\\_jk\\_'s solution](#)

**1632.**

1918D

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

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[\\_jk\\_'s solution](#)

**1633.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[\\_jk\\_'s solution](#)

**1634.**

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[\\_jk\\_'s solution](#)

**1635.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[\\_jk\\_'s solution](#)

**1636.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[\\_jk\\_'s solution](#)

**1637.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[\\_jk\\_'s solution](#)

**1638.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[\\_jk\\_'s solution](#)

**1639.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-30 · Kotlin 1.7 (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[\\_jk\\_'s solution](#)

**1640.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[\\_jk\\_'s solution](#)

**1641.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[\\_jk\\_'s solution](#)

**1642.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[\\_jk\\_'s solution](#)

**1643.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[\\_jk\\_'s solution](#)

**1644.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[\\_jk\\_'s solution](#)

**1645.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[\\_jk\\_'s solution](#)

**1646.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[\\_jk\\_'s solution](#)

**1647.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[\\_jk\\_'s solution](#)

**1648.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[\\_jk\\_'s solution](#)

**1649.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[\\_\\_jk\\_'s solution](#)

**1650.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[\\_\\_jk\\_'s solution](#)

**1651.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[\\_\\_jk\\_'s solution](#)

**1652.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[\\_\\_jk\\_'s solution](#)

**1653.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[\\_\\_jk\\_'s solution](#)

**1654.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[\\_\\_jk\\_'s solution](#)

**1655.**

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math

[\\_\\_jk\\_'s solution](#)

**1656.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[\\_\\_jk\\_'s solution](#)

**1657.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[\\_\\_jk\\_'s solution](#)

**1658.**

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, two pointers

[\\_\\_jk\\_'s solution](#)

**1659.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[\\_jk\\_'s solution](#)

**1660.**

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms  
[\\_jk\\_'s solution](#)

**1661.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings  
[\\_jk\\_'s solution](#)

**1662.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers  
[\\_jk\\_'s solution](#)

**1663.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[\\_jk\\_'s solution](#)

**1664.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy  
[\\_jk\\_'s solution](#)

**1665.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[\\_jk\\_'s solution](#)

**1666.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[\\_jk\\_'s solution](#)

**1667.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[\\_jk\\_'s solution](#)

**1668.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers  
[\\_jk\\_'s solution](#)

**1669.**

1547F

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

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[\\_jk\\_'s solution](#)

### 1670.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[\\_jk\\_'s solution](#)

### 1671.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[\\_jk\\_'s solution](#)

### 1672.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[\\_jk\\_'s solution](#)

### 1673.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[\\_jk\\_'s solution](#)

### 1674.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[\\_jk\\_'s solution](#)

### 1675.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[\\_jk\\_'s solution](#)

### 1676.

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[\\_jk\\_'s solution](#)

### 1677.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[\\_jk\\_'s solution](#)

### 1678.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[\\_jk\\_'s solution](#)

### 1679.

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory, strings

[\\_jk\\_'s solution](#)

**1680.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[\\_\\_jk\\_\\_'s solution](#)

**1681.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[\\_\\_jk\\_\\_'s solution](#)

**1682.**

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_\\_jk\\_\\_'s solution](#)

**1683.**

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[\\_\\_jk\\_\\_'s solution](#)

**1684.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[\\_\\_jk\\_\\_'s solution](#)

**1685.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,349 global accepts · Rating: 1900 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[\\_\\_jk\\_\\_'s solution](#)

**1686.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_\\_jk\\_\\_'s solution](#)

**1687.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[\\_\\_jk\\_\\_'s solution](#)

**1688.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[\\_\\_jk\\_\\_'s solution](#)

**1689.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[\\_\\_jk\\_\\_'s solution](#)

**1690.**

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics, math  
[\\_jk\\_'s solution](#)

**1691.**

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive  
[\\_jk\\_'s solution](#)

**1692.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive  
[\\_jk\\_'s solution](#)

**1693.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry  
[\\_jk\\_'s solution](#)

**1694.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees  
[\\_jk\\_'s solution](#)

**1695.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory  
[\\_jk\\_'s solution](#)

**1696.**

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[\\_jk\\_'s solution](#)

**1697.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy  
[\\_jk\\_'s solution](#)

**1698.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy  
[\\_jk\\_'s solution](#)

**1699.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees  
[\\_jk\\_'s solution](#)

**1700.**

2063D

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

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[\\_\\_jk\\_'s solution](#)

**1701.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[\\_\\_jk\\_'s solution](#)

**1702.**

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[\\_\\_jk\\_'s solution](#)

**1703.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[\\_\\_jk\\_'s solution](#)

**1704.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[\\_\\_jk\\_'s solution](#)

**1705.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[\\_\\_jk\\_'s solution](#)

**1706.**

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics

[\\_\\_jk\\_'s solution](#)

**1707.**

1970E2

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

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[\\_\\_jk\\_'s solution](#)

**1708.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[\\_\\_jk\\_'s solution](#)

**1709.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**1710.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings  
[\\_jk\\_'s solution](#)

**1711.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers  
[\\_jk\\_'s solution](#)

**1712.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
[\\_jk\\_'s solution](#)

**1713.**

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, trees  
[\\_jk\\_'s solution](#)

**1714.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · Kotlin 1.6 (first AC) · Tags: greedy, interactive, math  
[\\_jk\\_'s solution](#)

**1715.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[\\_jk\\_'s solution](#)

**1716.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers  
[\\_jk\\_'s solution](#)

**1717.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[\\_jk\\_'s solution](#)

**1718.**

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[\\_jk\\_'s solution](#)

**1719.**

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[\\_jk\\_'s solution](#)

**1720.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[\\_\\_jk\\_\\_'s solution](#)

**1721.**

1851G

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

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[\\_\\_jk\\_\\_'s solution](#)

**1722.**

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[\\_\\_jk\\_\\_'s solution](#)

**1723.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[\\_\\_jk\\_\\_'s solution](#)

**1724.**

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[\\_\\_jk\\_\\_'s solution](#)

**1725.**

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[\\_\\_jk\\_\\_'s solution](#)

**1726.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[\\_\\_jk\\_\\_'s solution](#)

**1727.**

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[\\_\\_jk\\_\\_'s solution](#)

**1728.**

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[\\_\\_jk\\_\\_'s solution](#)

**1729.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · Kotlin 1.6 (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[\\_\\_jk\\_'s solution](#)

### 1730.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[\\_\\_jk\\_'s solution](#)

### 1731.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[\\_\\_jk\\_'s solution](#)

### 1732.

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[\\_\\_jk\\_'s solution](#)

### 1733.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[\\_\\_jk\\_'s solution](#)

### 1734.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[\\_\\_jk\\_'s solution](#)

### 1735.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[\\_\\_jk\\_'s solution](#)

### 1736.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_\\_jk\\_'s solution](#)

### 1737.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[\\_\\_jk\\_'s solution](#)

### 1738.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[\\_\\_jk\\_'s solution](#)

### 1739.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[\\_\\_jk\\_'s solution](#)

### 1740.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[\\_\\_jk\\_'s solution](#)

### 1741.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[\\_\\_jk\\_'s solution](#)

### 1742.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[\\_\\_jk\\_'s solution](#)

### 1743.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[\\_\\_jk\\_'s solution](#)

### 1744.

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, probabilities

[\\_\\_jk\\_'s solution](#)

### 1745.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[\\_\\_jk\\_'s solution](#)

### 1746.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[\\_\\_jk\\_'s solution](#)

### 1747.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[\\_\\_jk\\_'s solution](#)

### 1748.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

### 1749.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_'s solution](#)

### 1750.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2000 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[\\_\\_jk\\_'s solution](#)

### 1751.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[\\_\\_jk\\_'s solution](#)

### 1752.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[\\_\\_jk\\_'s solution](#)

### 1753.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[\\_\\_jk\\_'s solution](#)

### 1754.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[\\_\\_jk\\_'s solution](#)

### 1755.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[\\_\\_jk\\_'s solution](#)

### 1756.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[\\_\\_jk\\_'s solution](#)

### 1757.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[\\_\\_jk\\_'s solution](#)

### 1758.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

### 1759.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[\\_\\_jk\\_'s solution](#)

**1760.**

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[\\_\\_jk\\_\\_'s solution](#)

**1761.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[\\_\\_jk\\_\\_'s solution](#)

**1762.**

1506G

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

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[\\_\\_jk\\_\\_'s solution](#)

**1763.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[\\_\\_jk\\_\\_'s solution](#)

**1764.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[\\_\\_jk\\_\\_'s solution](#)

**1765.**

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[\\_\\_jk\\_\\_'s solution](#)

**1766.**

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_\\_jk\\_\\_'s solution](#)

**1767.**

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[\\_\\_jk\\_\\_'s solution](#)

**1768.**

1162E

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games

[\\_\\_jk\\_\\_'s solution](#)

**1769.**

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_\\_jk\\_\\_'s solution](#)

**1770.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[\\_jk\\_'s solution](#)

**1771.**

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[\\_jk\\_'s solution](#)

**1772.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_jk\\_'s solution](#)

**1773.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[\\_jk\\_'s solution](#)

**1774.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[\\_jk\\_'s solution](#)

**1775.**

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: \*special, binary search, greedy

[\\_jk\\_'s solution](#)

**1776.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[\\_jk\\_'s solution](#)

**1777.**

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[\\_jk\\_'s solution](#)

**1778.**

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[\\_jk\\_'s solution](#)

**1779.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[\\_jk\\_'s solution](#)

**1780.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[\\_\\_jk\\_\\_'s solution](#)

**1781.**

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: \*special, dp, greedy  
[\\_\\_jk\\_\\_'s solution](#)

**1782.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees  
[\\_\\_jk\\_\\_'s solution](#)

**1783.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers  
[\\_\\_jk\\_\\_'s solution](#)

**1784.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs  
[\\_\\_jk\\_\\_'s solution](#)

**1785.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[\\_\\_jk\\_\\_'s solution](#)

**1786.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math  
[\\_\\_jk\\_\\_'s solution](#)

**1787.**

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  
[\\_\\_jk\\_\\_'s solution](#)

**1788.**

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings  
[\\_\\_jk\\_\\_'s solution](#)

**1789.**

1970B2

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

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[\\_\\_jk\\_\\_'s solution](#)

**1790.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[\\_\\_jk\\_\\_'s solution](#)

**1791.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[\\_\\_jk\\_\\_'s solution](#)

**1792.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[\\_\\_jk\\_\\_'s solution](#)

**1793.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[\\_\\_jk\\_\\_'s solution](#)

**1794.**

1910E

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

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[\\_\\_jk\\_\\_'s solution](#)

**1795.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[\\_\\_jk\\_\\_'s solution](#)

**1796.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[\\_\\_jk\\_\\_'s solution](#)

**1797.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[\\_\\_jk\\_\\_'s solution](#)

**1798.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[\\_\\_jk\\_\\_'s solution](#)

**1799.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[\\_\\_jk\\_\\_'s solution](#)

**1800.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[\\_\\_jk\\_'s solution](#)

**1801.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[\\_\\_jk\\_'s solution](#)

**1802.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[\\_\\_jk\\_'s solution](#)

**1803.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**1804.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[\\_\\_jk\\_'s solution](#)

**1805.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, sortings

[\\_\\_jk\\_'s solution](#)

**1806.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[\\_\\_jk\\_'s solution](#)

**1807.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[\\_\\_jk\\_'s solution](#)

**1808.**

1660F2

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

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[\\_\\_jk\\_'s solution](#)

**1809.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[\\_\\_jk\\_'s solution](#)

**1810.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[\\_\\_jk\\_'s solution](#)

**1811.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[\\_\\_jk\\_'s solution](#)

**1812.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[\\_\\_jk\\_'s solution](#)

**1813.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[\\_\\_jk\\_'s solution](#)

**1814.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[\\_\\_jk\\_'s solution](#)

**1815.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[\\_\\_jk\\_'s solution](#)

**1816.**

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[\\_\\_jk\\_'s solution](#)

**1817.**

1099E

[Nice table](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_\\_jk\\_'s solution](#)

**1818.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[\\_\\_jk\\_'s solution](#)

**1819.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[\\_\\_jk\\_'s solution](#)

**1820.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[\\_jk\\_'s solution](#)

### 1821.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[\\_jk\\_'s solution](#)

### 1822.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[\\_jk\\_'s solution](#)

### 1823.

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[\\_jk\\_'s solution](#)

### 1824.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[\\_jk\\_'s solution](#)

### 1825.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[\\_jk\\_'s solution](#)

### 1826.

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[\\_jk\\_'s solution](#)

### 1827.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[\\_jk\\_'s solution](#)

### 1828.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[\\_jk\\_'s solution](#)

### 1829.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2021-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[\\_jk\\_'s solution](#)

### 1830.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graph matchings,

greedy, sortings  
[\\_jk\\_'s solution](#)

### 1831.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[\\_jk\\_'s solution](#)

### 1832.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[\\_jk\\_'s solution](#)

### 1833.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_jk\\_'s solution](#)

### 1834.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[\\_jk\\_'s solution](#)

### 1835.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[\\_jk\\_'s solution](#)

### 1836.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[\\_jk\\_'s solution](#)

### 1837.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[\\_jk\\_'s solution](#)

### 1838.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[\\_jk\\_'s solution](#)

### 1839.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[\\_jk\\_'s solution](#)

### 1840.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[\\_jk\\_'s solution](#)

**1841.**

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[\\_\\_jk\\_'s solution](#)

**1842.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[\\_\\_jk\\_'s solution](#)

**1843.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[\\_\\_jk\\_'s solution](#)

**1844.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[\\_\\_jk\\_'s solution](#)

**1845.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[\\_\\_jk\\_'s solution](#)

**1846.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[\\_\\_jk\\_'s solution](#)

**1847.**

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

[\\_\\_jk\\_'s solution](#)

**1848.**

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[\\_\\_jk\\_'s solution](#)

**1849.**

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[\\_\\_jk\\_'s solution](#)

**1850.**

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[\\_\\_jk\\_'s solution](#)

**1851.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[\\_jk\\_'s solution](#)

**1852.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory  
[\\_jk\\_'s solution](#)

**1853.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees  
[\\_jk\\_'s solution](#)

**1854.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**1855.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation  
[\\_jk\\_'s solution](#)

**1856.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[\\_jk\\_'s solution](#)

**1857.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp  
[\\_jk\\_'s solution](#)

**1858.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 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  
[\\_jk\\_'s solution](#)

**1859.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs  
[\\_jk\\_'s solution](#)

**1860.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees  
[\\_jk\\_'s solution](#)

**1861.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[\\_\\_jk\\_\\_'s solution](#)

### 1862.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[\\_\\_jk\\_\\_'s solution](#)

### 1863.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[\\_\\_jk\\_\\_'s solution](#)

### 1864.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[\\_\\_jk\\_\\_'s solution](#)

### 1865.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[\\_\\_jk\\_\\_'s solution](#)

### 1866.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[\\_\\_jk\\_\\_'s solution](#)

### 1867.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[\\_\\_jk\\_\\_'s solution](#)

### 1868.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[\\_\\_jk\\_\\_'s solution](#)

### 1869.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · Kotlin 1.5 (first AC) · Tags: combinatorics, dp, implementation

[\\_\\_jk\\_\\_'s solution](#)

### 1870.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[\\_\\_jk\\_\\_'s solution](#)

**1871.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[\\_\\_jk\\_'s solution](#)

**1872.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[\\_\\_jk\\_'s solution](#)

**1873.**

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[\\_\\_jk\\_'s solution](#)

**1874.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_\\_jk\\_'s solution](#)

**1875.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[\\_\\_jk\\_'s solution](#)

**1876.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_\\_jk\\_'s solution](#)

**1877.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[\\_\\_jk\\_'s solution](#)

**1878.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[\\_\\_jk\\_'s solution](#)

**1879.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[\\_\\_jk\\_'s solution](#)

**1880.**

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[\\_\\_jk\\_'s solution](#)

**1881.**

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[\\_jk\\_'s solution](#)

**1882.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[\\_jk\\_'s solution](#)

**1883.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[\\_jk\\_'s solution](#)

**1884.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[\\_jk\\_'s solution](#)

**1885.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[\\_jk\\_'s solution](#)

**1886.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[\\_jk\\_'s solution](#)

**1887.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[\\_jk\\_'s solution](#)

**1888.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[\\_jk\\_'s solution](#)

**1889.**

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[\\_jk\\_'s solution](#)

**1890.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[\\_jk\\_'s solution](#)

**1891.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation  
[\\_jk\\_'s solution](#)

**1892.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math  
[\\_jk\\_'s solution](#)

**1893.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy  
[\\_jk\\_'s solution](#)

**1894.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive  
[\\_jk\\_'s solution](#)

**1895.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities  
[\\_jk\\_'s solution](#)

**1896.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees  
[\\_jk\\_'s solution](#)

**1897.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings  
[\\_jk\\_'s solution](#)

**1898.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees  
[\\_jk\\_'s solution](#)

**1899.**

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees  
[\\_jk\\_'s solution](#)

**1900.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities  
[\\_jk\\_'s solution](#)

**1901.**

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory  
[\\_\\_jk\\_\\_'s solution](#)

**1902.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle  
[\\_\\_jk\\_\\_'s solution](#)

**1903.**

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_\\_jk\\_\\_'s solution](#)

**1904.**

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_\\_jk\\_\\_'s solution](#)

**1905.**

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_\\_jk\\_\\_'s solution](#)

**1906.**

1970B3

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

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[\\_\\_jk\\_\\_'s solution](#)

**1907.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees  
[\\_\\_jk\\_\\_'s solution](#)

**1908.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[\\_\\_jk\\_\\_'s solution](#)

**1909.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy  
[\\_\\_jk\\_\\_'s solution](#)

**1910.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[\\_\\_jk\\_\\_'s solution](#)

**1911.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[\\_jk\\_'s solution](#)

**1912.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[\\_jk\\_'s solution](#)

**1913.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[\\_jk\\_'s solution](#)

**1914.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[\\_jk\\_'s solution](#)

**1915.**

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[\\_jk\\_'s solution](#)

**1916.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[\\_jk\\_'s solution](#)

**1917.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: flows

[\\_jk\\_'s solution](#)

**1918.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[\\_jk\\_'s solution](#)

**1919.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[\\_jk\\_'s solution](#)

**1920.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[\\_jk\\_'s solution](#)

**1921.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[\\_jk\\_'s solution](#)

**1922.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[\\_jk\\_'s solution](#)

**1923.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[\\_jk\\_'s solution](#)

**1924.**

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[\\_jk\\_'s solution](#)

**1925.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[\\_jk\\_'s solution](#)

**1926.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[\\_jk\\_'s solution](#)

**1927.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[\\_jk\\_'s solution](#)

**1928.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[\\_jk\\_'s solution](#)

**1929.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_jk\\_'s solution](#)

**1930.**

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[\\_jk\\_'s solution](#)

**1931.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[\\_jk\\_'s solution](#)

**1932.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation  
[\\_jk\\_'s solution](#)

**1933.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[\\_jk\\_'s solution](#)

**1934.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees  
[\\_jk\\_'s solution](#)

**1935.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[\\_jk\\_'s solution](#)

**1936.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[\\_jk\\_'s solution](#)

**1937.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings  
[\\_jk\\_'s solution](#)

**1938.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory  
[\\_jk\\_'s solution](#)

**1939.**

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers  
[\\_jk\\_'s solution](#)

**1940.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[\\_jk\\_'s solution](#)

**1941.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[\\_jk\\_'s solution](#)

**1942.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[\\_jk\\_'s solution](#)

**1943.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[\\_jk\\_'s solution](#)

**1944.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[\\_jk\\_'s solution](#)

**1945.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[\\_jk\\_'s solution](#)

**1946.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[\\_jk\\_'s solution](#)

**1947.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[\\_jk\\_'s solution](#)

**1948.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[\\_jk\\_'s solution](#)

**1949.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[\\_jk\\_'s solution](#)

**1950.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: —

[\\_jk\\_'s solution](#)

**1951.**

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[\\_\\_jk\\_'s solution](#)

**1952.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[\\_\\_jk\\_'s solution](#)

**1953.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[\\_\\_jk\\_'s solution](#)

**1954.**

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[\\_\\_jk\\_'s solution](#)

**1955.**

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[\\_\\_jk\\_'s solution](#)

**1956.**

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[\\_\\_jk\\_'s solution](#)

**1957.**

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[\\_\\_jk\\_'s solution](#)

**1958.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[\\_\\_jk\\_'s solution](#)

**1959.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[\\_\\_jk\\_'s solution](#)

**1960.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[\\_\\_jk\\_'s solution](#)

**1961.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[\\_jk\\_'s solution](#)

### 1962.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory  
[\\_jk\\_'s solution](#)

### 1963.

1910H

[Sum of Digits of Sums](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, binary search, data structures  
[\\_jk\\_'s solution](#)

### 1964.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[\\_jk\\_'s solution](#)

### 1965.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities  
[\\_jk\\_'s solution](#)

### 1966.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math  
[\\_jk\\_'s solution](#)

### 1967.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees  
[\\_jk\\_'s solution](#)

### 1968.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory  
[\\_jk\\_'s solution](#)

### 1969.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation  
[\\_jk\\_'s solution](#)

### 1970.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · Kotlin 1.6 (first AC) · Tags: data structures  
[\\_jk\\_'s solution](#)

### 1971.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[\\_jk\\_'s solution](#)

## 1972.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[\\_jk\\_'s solution](#)

## 1973.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[\\_jk\\_'s solution](#)

## 1974.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_jk\\_'s solution](#)

## 1975.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[\\_jk\\_'s solution](#)

## 1976.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[\\_jk\\_'s solution](#)

## 1977.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[\\_jk\\_'s solution](#)

## 1978.

1424I

[Bubble Cup hypothesis](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_jk\\_'s solution](#)

## 1979.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[\\_jk\\_'s solution](#)

## 1980.

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, math

[\\_jk\\_'s solution](#)

## 1981.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[\\_jk\\_'s solution](#)

**1982.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[\\_jk\\_'s solution](#)

**1983.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers  
[\\_jk\\_'s solution](#)

**1984.**

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings  
[\\_jk\\_'s solution](#)

**1985.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy  
[\\_jk\\_'s solution](#)

**1986.**

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers  
[\\_jk\\_'s solution](#)

**1987.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings  
[\\_jk\\_'s solution](#)

**1988.**

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy  
[\\_jk\\_'s solution](#)

**1989.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers  
[\\_jk\\_'s solution](#)

**1990.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp  
[\\_jk\\_'s solution](#)

**1991.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings  
[\\_jk\\_'s solution](#)

**1992.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[\\_\\_jk\\_\\_'s solution](#)

**1993.**

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[\\_\\_jk\\_\\_'s solution](#)

**1994.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[\\_\\_jk\\_\\_'s solution](#)

**1995.**

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[\\_\\_jk\\_\\_'s solution](#)

**1996.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[\\_\\_jk\\_\\_'s solution](#)

**1997.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[\\_\\_jk\\_\\_'s solution](#)

**1998.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[\\_\\_jk\\_\\_'s solution](#)

**1999.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[\\_\\_jk\\_\\_'s solution](#)

**2000.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[\\_\\_jk\\_\\_'s solution](#)

**2001.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[\\_\\_jk\\_\\_'s solution](#)

## 2002.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[\\_jk\\_'s solution](#)

## 2003.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[\\_jk\\_'s solution](#)

## 2004.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[\\_jk\\_'s solution](#)

## 2005.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[\\_jk\\_'s solution](#)

## 2006.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[\\_jk\\_'s solution](#)

## 2007.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[\\_jk\\_'s solution](#)

## 2008.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[\\_jk\\_'s solution](#)

## 2009.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[\\_jk\\_'s solution](#)

## 2010.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[\\_jk\\_'s solution](#)

## 2011.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[\\_jk\\_'s solution](#)

**2012.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · Kotlin 1.6 (first AC) · Tags: data structures, dsu  
[\\_\\_jk\\_'s solution](#)

**2013.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp  
[\\_\\_jk\\_'s solution](#)

**2014.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · Kotlin 1.5 (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[\\_\\_jk\\_'s solution](#)

**2015.**

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy  
[\\_\\_jk\\_'s solution](#)

**2016.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp  
[\\_\\_jk\\_'s solution](#)

**2017.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp  
[\\_\\_jk\\_'s solution](#)

**2018.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer  
[\\_\\_jk\\_'s solution](#)

**2019.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings  
[\\_\\_jk\\_'s solution](#)

**2020.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory  
[\\_\\_jk\\_'s solution](#)

**2021.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory  
[\\_\\_jk\\_'s solution](#)

**2022.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math  
[\\_\\_jk\\_'s solution](#)

**2023.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math  
[\\_\\_jk\\_'s solution](#)

**2024.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math  
[\\_\\_jk\\_'s solution](#)

**2025.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[\\_\\_jk\\_'s solution](#)

**2026.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees  
[\\_\\_jk\\_'s solution](#)

**2027.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees  
[\\_\\_jk\\_'s solution](#)

**2028.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games  
[\\_\\_jk\\_'s solution](#)

**2029.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees  
[\\_\\_jk\\_'s solution](#)

**2030.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees  
[\\_\\_jk\\_'s solution](#)

**2031.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math  
[\\_\\_jk\\_'s solution](#)

**2032.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[\\_\\_jk\\_\\_'s solution](#)

**2033.**

1970D2

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

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[\\_\\_jk\\_\\_'s solution](#)

**2034.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_\\_'s solution](#)

**2035.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_\\_jk\\_\\_'s solution](#)

**2036.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[\\_\\_jk\\_\\_'s solution](#)

**2037.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[\\_\\_jk\\_\\_'s solution](#)

**2038.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[\\_\\_jk\\_\\_'s solution](#)

**2039.**

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[\\_\\_jk\\_\\_'s solution](#)

**2040.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[\\_\\_jk\\_\\_'s solution](#)

**2041.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[\\_\\_jk\\_\\_'s solution](#)

**2042.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: math  
[\\_\\_jk\\_'s solution](#)

**2043.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation  
[\\_\\_jk\\_'s solution](#)

**2044.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings  
[\\_\\_jk\\_'s solution](#)

**2045.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_\\_jk\\_'s solution](#)

**2046.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[\\_\\_jk\\_'s solution](#)

**2047.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[\\_\\_jk\\_'s solution](#)

**2048.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities  
[\\_\\_jk\\_'s solution](#)

**2049.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry  
[\\_\\_jk\\_'s solution](#)

**2050.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities  
[\\_\\_jk\\_'s solution](#)

**2051.**

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities  
[\\_\\_jk\\_'s solution](#)

**2052.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[\\_jk\\_'s solution](#)

**2053.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[\\_jk\\_'s solution](#)

**2054.**

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[\\_jk\\_'s solution](#)

**2055.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[\\_jk\\_'s solution](#)

**2056.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[\\_jk\\_'s solution](#)

**2057.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[\\_jk\\_'s solution](#)

**2058.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[\\_jk\\_'s solution](#)

**2059.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[\\_jk\\_'s solution](#)

**2060.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[\\_jk\\_'s solution](#)

**2061.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[\\_jk\\_'s solution](#)

**2062.**

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[\\_\\_jk\\_'s solution](#)

**2063.**

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[\\_\\_jk\\_'s solution](#)

**2064.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[\\_\\_jk\\_'s solution](#)

**2065.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[\\_\\_jk\\_'s solution](#)

**2066.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[\\_\\_jk\\_'s solution](#)

**2067.**

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[\\_\\_jk\\_'s solution](#)

**2068.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[\\_\\_jk\\_'s solution](#)

**2069.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[\\_\\_jk\\_'s solution](#)

**2070.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[\\_\\_jk\\_'s solution](#)

**2071.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-03-13 · last AC: 2025-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[\\_\\_jk\\_'s solution](#)

**2072.**

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, probabilities  
[\\_\\_jk\\_'s solution](#)

**2073.**

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[\\_\\_jk\\_'s solution](#)

**2074.**

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers  
[\\_\\_jk\\_'s solution](#)

**2075.**

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[\\_\\_jk\\_'s solution](#)

**2076.**

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,077 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[\\_\\_jk\\_'s solution](#)

**2077.**

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math  
[\\_\\_jk\\_'s solution](#)

**2078.**

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special  
[\\_\\_jk\\_'s solution](#)

**2079.**

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, communication  
[\\_\\_jk\\_'s solution](#)

**2080.**

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, bitmasks  
[\\_\\_jk\\_'s solution](#)

**2081.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, games, interactive  
[\\_\\_jk\\_'s solution](#)

**2082.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings  
[\\_jk\\_'s solution](#)

**2083.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, shortest paths  
[\\_jk\\_'s solution](#)

**2084.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings  
[\\_jk\\_'s solution](#)

**2085.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, graph matchings, implementation  
[\\_jk\\_'s solution](#)

**2086.**

2198E

[Graph Composition](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · Kotlin 1.9 (first AC) · Tags: \*special, dfs and similar, graphs  
[\\_jk\\_'s solution](#)

**2087.**

2198D

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

Rating: — · first AC: 2026-03-01 · Kotlin 1.9 (first AC) · Tags: \*special, math  
[\\_jk\\_'s solution](#)

**2088.**

2198C

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

Rating: — · first AC: 2026-03-01 · Kotlin 1.9 (first AC) · Tags: \*special  
[\\_jk\\_'s solution](#)

**2089.**

2198B

[Fibonacciness](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · Kotlin 1.9 (first AC) · Tags: \*special  
[\\_jk\\_'s solution](#)

**2090.**

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · Kotlin 1.9 (first AC) · Tags: \*special, implementation  
[\\_jk\\_'s solution](#)

**2091.**

105637G

[Laboratory Report](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · last AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2092.**

105637K

[Iranian Hazfi Cup](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2093.**

105637C

[Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2094.**

105637F

[Ammunition Storage](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2095.**

105637J

[Magic with Cards](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2096.**

105637E

[Parking Party](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2097.**

106161K

[K-Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2098.**

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2099.**

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2100.**

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2101.**

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2102.**

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2103.**

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2104.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2105.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2106.**

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2107.**

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2108.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2109.**

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2110.**

105446C

[Cross Country](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2111.**

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2112.**

105446J

[Jabber Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2113.**

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2114.**

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2115.**

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2116.**

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2117.**

105446B

[Budget Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2118.**

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2119.**

103102K

[Codenames](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2120.**

105833I

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

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2121.**

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2122.**

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2123.**

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2124.**

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2125.**

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2126.**

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_\\_jk\\_\\_'s solution](#)

**2127.**

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[\\_\\_jk\\_\\_'s solution](#)

**2128.**

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[\\_\\_jk\\_\\_'s solution](#)

**2129.**

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, interactive

[\\_\\_jk\\_\\_'s solution](#)

**2130.**

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[\\_\\_jk\\_\\_'s solution](#)

**2131.**

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special

[\\_\\_jk\\_\\_'s solution](#)

**2132.**

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special

[\\_\\_jk\\_\\_'s solution](#)

**2133.**

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special, graphs, greedy

[\\_\\_jk\\_\\_'s solution](#)

**2134.**

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special, data structures, greedy

[\\_\\_jk\\_\\_'s solution](#)

**2135.**

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special, greedy, strings

[\\_\\_jk\\_\\_'s solution](#)

**2136.**

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special

[\\_\\_jk\\_\\_'s solution](#)

**2137.**

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special  
[\\_jk\\_'s solution](#)

**2138.**

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special  
[\\_jk\\_'s solution](#)

**2139.**

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special  
[\\_jk\\_'s solution](#)

**2140.**

2012D

[Forming Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics  
[\\_jk\\_'s solution](#)

**2141.**

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: \*special, brute force, greedy, math  
[\\_jk\\_'s solution](#)

**2142.**

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: \*special, strings  
[\\_jk\\_'s solution](#)

**2143.**

2012A

[My First Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · Kotlin 1.9 (first AC) · Tags: \*special, implementation, sortings  
[\\_jk\\_'s solution](#)

**2144.**

1959F

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp  
[\\_jk\\_'s solution](#)

**2145.**

1959E

[Jumping on Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms, strings  
[\\_jk\\_'s solution](#)

**2146.**

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.9 (first AC) · Tags: \*special  
[\\_jk\\_'s solution](#)

**2147.**

1959C

[Count the Number of Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, strings  
[\\_jk\\_'s solution](#)

**2148.**

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.9 (first AC) · Tags: \*special, implementation, strings

[\\_jk\\_'s solution](#)

**2149.**

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[\\_jk\\_'s solution](#)

**2150.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, binary search, dfs and similar, math

[\\_jk\\_'s solution](#)

**2151.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[\\_jk\\_'s solution](#)

**2152.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, schedules

[\\_jk\\_'s solution](#)

**2153.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force

[\\_jk\\_'s solution](#)

**2154.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings

[\\_jk\\_'s solution](#)

**2155.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings

[\\_jk\\_'s solution](#)

**2156.**

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · Kotlin 1.7 (first AC) · Tags: \*special, sortings

[\\_jk\\_'s solution](#)

**2157.**

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[\\_jk\\_'s solution](#)

**2158.**

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[\\_jk\\_'s solution](#)

**2159.**

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2160.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2161.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2162.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2163.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2164.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2165.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2166.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2167.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation  
[\\_jk\\_'s solution](#)

**2168.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: \*special, constructive algorithms, geometry, math  
[\\_jk\\_'s solution](#)

**2169.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings  
[\\_jk\\_'s solution](#)

**2170.**

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: \*special, constructive algorithms, math, number theory  
[\\_\\_jk\\_\\_'s solution](#)

**2171.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings  
[\\_\\_jk\\_\\_'s solution](#)

**2172.**

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_\\_jk\\_\\_'s solution](#)

**2173.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: data structures, dp, math  
[\\_\\_jk\\_\\_'s solution](#)

**2174.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, strings  
[\\_\\_jk\\_\\_'s solution](#)

**2175.**

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[\\_\\_jk\\_\\_'s solution](#)

**2176.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths  
[\\_\\_jk\\_\\_'s solution](#)

**2177.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings  
[\\_\\_jk\\_\\_'s solution](#)

**2178.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: brute force, math  
[\\_\\_jk\\_\\_'s solution](#)

**2179.**

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[\\_\\_jk\\_\\_'s solution](#)

**2180.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[\\_\\_jk\\_\\_'s solution](#)

**2181.**

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, combinatorics, dp, math  
[\\_jk\\_'s solution](#)

**2182.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation, math  
[\\_jk\\_'s solution](#)

**2183.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, divide and conquer, implementation, math  
[\\_jk\\_'s solution](#)

**2184.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, trees  
[\\_jk\\_'s solution](#)

**2185.**

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: \*special  
[\\_jk\\_'s solution](#)

**2186.**

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: \*special, hashing  
[\\_jk\\_'s solution](#)

**2187.**

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, implementation  
[\\_jk\\_'s solution](#)

**2188.**

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[\\_jk\\_'s solution](#)

**2189.**

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, math  
[\\_jk\\_'s solution](#)

**2190.**

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: \*special, sortings  
[\\_jk\\_'s solution](#)

**2191.**

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[\\_jk\\_'s solution](#)

**2192.**

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[\\_\\_jk\\_\\_'s solution](#)

**2193.**

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: \*special  
[\\_\\_jk\\_\\_'s solution](#)

**2194.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_\\_jk\\_\\_'s solution](#)

**2195.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_\\_jk\\_\\_'s solution](#)

**2196.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_\\_jk\\_\\_'s solution](#)

**2197.**

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[\\_\\_jk\\_\\_'s solution](#)

**2198.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_\\_jk\\_\\_'s solution](#)

**2199.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[\\_\\_jk\\_\\_'s solution](#)

**2200.**

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_\\_jk\\_\\_'s solution](#)

**2201.**

103049C

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

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_\\_jk\\_\\_'s solution](#)

**2202.**

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[\\_\\_jk\\_\\_'s solution](#)

**2203.**

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[\\_jk\\_'s solution](#)

**2204.**

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: \*special, sortings  
[\\_jk\\_'s solution](#)

**2205.**

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: \*special, strings  
[\\_jk\\_'s solution](#)

**2206.**

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[\\_jk\\_'s solution](#)

**2207.**

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[\\_jk\\_'s solution](#)

**2208.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2209.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2210.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2211.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2212.**

102911J

[Junior Prom](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2213.**

102911L

[L Textiles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2214.**

102911F

[Folklore](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2215.**

102911D

[Dancing Queen](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2216.**

102911K

[Kallipolis](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2217.**

102911B2

[Biodiverse Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2218.**

102911B1

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

Rating: — · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2219.**

102911A

[Academic Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2220.**

102397C

[The Ending Point](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2221.**

102397B

[Calculate The Area](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2222.**

102397A

[Bashar and SHAWERMA!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_jk\\_'s solution](#)

**2223.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: \*special, math, number theory  
[\\_jk\\_'s solution](#)

**2224.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation  
[\\_jk\\_'s solution](#)

**2225.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: \*special, bitmasks  
[\\_\\_jk\\_\\_'s solution](#)

**2226.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: \*special  
[\\_\\_jk\\_\\_'s solution](#)

**2227.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: \*special  
[\\_\\_jk\\_\\_'s solution](#)