

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

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# Unique solved — duskTempest

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

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

Filters: none

Count: 795

1.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2024-03-28 · last AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[\\_duskTempest's solution](#)

2.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2024-03-16 · last AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[\\_duskTempest's solution](#)

3.

2218C

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

Quality: 26,450 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_duskTempest's solution](#)

4.

2218B

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

Quality: 33,695 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

5.

2218A

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

Quality: 34,936 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, math  
[\\_duskTempest's solution](#)

6.

2211A

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

Quality: 16,082 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

7.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2025-07-22 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers  
[\\_duskTempest's solution](#)

8.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2025-07-13 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, two pointers  
[\\_duskTempest's solution](#)

9.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,509 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[\\_duskTempest's solution](#)

**10.**

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,236 global accepts · Rating: 800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[\\_duskTempest's solution](#)

**11.**

2195A

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

Quality: 35,460 global accepts · Rating: 800 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[\\_duskTempest's solution](#)

**12.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,839 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**13.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,825 global accepts · Rating: 800 · first AC: 2025-09-12 · last AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers  
[\\_duskTempest's solution](#)

**14.**

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,090 global accepts · Rating: 800 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**15.**

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2026-01-08 · last AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**16.**

1478A

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

Quality: 28,013 global accepts · Rating: 800 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[\\_duskTempest's solution](#)

**17.**

2183A

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

Quality: 23,672 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games  
[\\_duskTempest's solution](#)

**18.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2026-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[\\_duskTempest's solution](#)

**19.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2025-07-09 · last AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
[\\_duskTempest's solution](#)

**20.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy,

implementation

[\\_duskTempest's solution](#)

**21.**

750A

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

Quality: 92,559 global accepts · Rating: 800 · first AC: 2025-08-02 · last AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math

[\\_duskTempest's solution](#)

**22.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[\\_duskTempest's solution](#)

**23.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,997 global accepts · Rating: 800 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[\\_duskTempest's solution](#)

**24.**

1837A

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

Quality: 54,846 global accepts · Rating: 800 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[\\_duskTempest's solution](#)

**25.**

935A

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

Quality: 47,235 global accepts · Rating: 800 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[\\_duskTempest's solution](#)

**26.**

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,697 global accepts · Rating: 800 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[\\_duskTempest's solution](#)

**27.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,988 global accepts · Rating: 800 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[\\_duskTempest's solution](#)

**28.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,064 global accepts · Rating: 800 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[\\_duskTempest's solution](#)

**29.**

1296A

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

Quality: 48,345 global accepts · Rating: 800 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[\\_duskTempest's solution](#)

**30.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,351 global accepts · Rating: 800 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[\\_duskTempest's solution](#)

**31.**

233A

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

Quality: 49,151 global accepts · Rating: 800 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

**32.**

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[\\_duskTempest's solution](#)

**33.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,897 global accepts · Rating: 800 · first AC: 2024-02-19 · last AC: 2025-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[\\_duskTempest's solution](#)

**34.**

1878A

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

Quality: 78,682 global accepts · Rating: 800 · first AC: 2024-01-28 · last AC: 2025-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[\\_duskTempest's solution](#)

**35.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,635 global accepts · Rating: 800 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**36.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,261 global accepts · Rating: 800 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**37.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,732 global accepts · Rating: 800 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**38.**

1791B

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

Quality: 52,664 global accepts · Rating: 800 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation  
[\\_duskTempest's solution](#)

**39.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,227 global accepts · Rating: 800 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[\\_duskTempest's solution](#)

**40.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,185 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2025-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation  
[\\_duskTempest's solution](#)

**41.**

1760B

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

Quality: 53,342 global accepts · Rating: 800 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[\\_duskTempest's solution](#)

42.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,550 global accepts · Rating: 800 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[\\_duskTempest's solution](#)

43.

1850C

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

Quality: 53,544 global accepts · Rating: 800 · first AC: 2024-07-20 · last AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)

44.

2065A

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

Quality: 55,634 global accepts · Rating: 800 · first AC: 2025-02-09 · last AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[\\_duskTempest's solution](#)

45.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,383 global accepts · Rating: 800 · first AC: 2024-09-02 · last AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search  
[\\_duskTempest's solution](#)

46.

731A

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

Quality: 53,210 global accepts · Rating: 800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)

47.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,024 global accepts · Rating: 800 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[\\_duskTempest's solution](#)

48.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,437 global accepts · Rating: 800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

49.

2147A

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

Quality: 18,632 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[\\_duskTempest's solution](#)

50.

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[\\_duskTempest's solution](#)

51.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,724 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[\\_duskTempest's solution](#)

52.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,962 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

53.

959A

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

Quality: 55,669 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[\\_duskTempest's solution](#)

54.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,457 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

55.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,348 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math  
[\\_duskTempest's solution](#)

56.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

57.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,771 global accepts · Rating: 800 · first AC: 2024-06-13 · last AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[\\_duskTempest's solution](#)

58.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,318 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

59.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

60.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,103 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[\\_duskTempest's solution](#)

61.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,435 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

62.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,646 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[\\_duskTempest's solution](#)

**63.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,007 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

**64.**

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,198 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**65.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,847 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[\\_duskTempest's solution](#)

**66.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,650 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings  
[\\_duskTempest's solution](#)

**67.**

1624A

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

Quality: 60,278 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**68.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,300 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**69.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,565 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**70.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,824 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)

**71.**

1433A

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

Quality: 62,652 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

**72.**

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2025-07-08 · last AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings  
[\\_duskTempest's solution](#)

**73.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,634 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**74.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,178 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation  
[\\_duskTempest's solution](#)

**75.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,945 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**76.**

1791C

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

Quality: 74,182 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers  
[\\_duskTempest's solution](#)

**77.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,952 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**78.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,142 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[\\_duskTempest's solution](#)

**79.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,702 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)

**80.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,592 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**81.**

1950A

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

Quality: 69,454 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**82.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,043 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**83.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,708 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)

**84.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,927 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**85.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,680 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[\\_duskTempest's solution](#)

**86.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,016 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[\\_duskTempest's solution](#)

**87.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,511 global accepts · Rating: 800 · first AC: 2025-09-13 · last AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[\\_duskTempest's solution](#)

**88.**

472A

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

Quality: 70,776 global accepts · Rating: 800 · first AC: 2024-09-18 · last AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[\\_duskTempest's solution](#)

**89.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,212 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[\\_duskTempest's solution](#)

**90.**

1560A

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

Quality: 73,514 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**91.**

758A

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

Quality: 75,307 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[\\_duskTempest's solution](#)

**92.**

1899A

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

Quality: 92,768 global accepts · Rating: 800 · first AC: 2023-12-06 · last AC: 2025-09-13 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[\\_duskTempest's solution](#)

**93.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,803 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2025-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

[\\_duskTempest's solution](#)

**94.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,941 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[\\_duskTempest's solution](#)

- 95.**  
1791A  
[Codeforces Checking](#) · [Tutorial](#)  
Quality: 80,622 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)
- 96.**  
1999A  
[A+B Again?](#) · [Tutorial](#)  
Quality: 83,943 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)
- 97.**  
32B  
[Borze](#) · [Tutorial](#)  
Quality: 79,756 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, implementation  
[\\_duskTempest's solution](#)
- 98.**  
1409A  
[Yet Another Two Integers Problem](#) · [Tutorial](#)  
Quality: 80,429 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)
- 99.**  
1807A  
[Plus or Minus](#) · [Tutorial](#)  
Quality: 84,723 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)
- 100.**  
1676A  
[Lucky?](#) · [Tutorial](#)  
Quality: 87,427 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)
- 101.**  
1692A  
[Marathon](#) · [Tutorial](#)  
Quality: 85,751 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)
- 102.**  
1669A  
[Division?](#) · [Tutorial](#)  
Quality: 88,547 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)
- 103.**  
581A  
[Vasya the Hipster](#) · [Tutorial](#)  
Quality: 84,961 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)
- 104.**  
1154A  
[Restoring Three Numbers](#) · [Tutorial](#)  
Quality: 87,065 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: math  
[\\_duskTempest's solution](#)
- 105.**  
630A  
[Again Twenty Five!](#) · [Tutorial](#)  
Quality: 93,516 global accepts · Rating: 800 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: number theory  
[\\_duskTempest's solution](#)

**106.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,783 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

**107.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,240 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**108.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,312 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**109.**

723A

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

Quality: 100,721 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, sortings  
[\\_duskTempest's solution](#)

**110.**

1352A

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

Quality: 104,130 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

**111.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,410 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings  
[\\_duskTempest's solution](#)

**112.**

1335A

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

Quality: 104,805 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**113.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,930 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**114.**

443A

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

Quality: 112,066 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[\\_duskTempest's solution](#)

**115.**

785A

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

Quality: 110,960 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)

**116.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,405 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[\\_duskTempest's solution](#)

**117.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,378 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[\\_duskTempest's solution](#)

**118.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,422 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**119.**

469A

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

Quality: 121,204 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[\\_duskTempest's solution](#)

**120.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,540 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[\\_duskTempest's solution](#)

**121.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,104 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**122.**

61A

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

Quality: 136,213 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**123.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,820 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**124.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,428 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[\\_duskTempest's solution](#)

**125.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,541 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**126.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,156 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[\\_duskTempest's solution](#)

**127.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,341 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**128.**

467A

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

Quality: 155,954 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**129.**

266B

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

Quality: 166,097 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[\\_duskTempest's solution](#)

**130.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,466 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**131.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,562 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**132.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,623 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**133.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,465 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[\\_duskTempest's solution](#)

**134.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,550 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[\\_duskTempest's solution](#)

**135.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,514 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**136.**

977A

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

Quality: 217,502 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**137.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,950 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[\\_duskTempest's solution](#)

**138.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,152 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[\\_duskTempest's solution](#)

**139.**

266A

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

Quality: 244,588 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**140.**

791A

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

Quality: 257,239 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**141.**

281A

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

Quality: 271,016 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[\\_duskTempest's solution](#)

**142.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,381 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings

[\\_duskTempest's solution](#)

**143.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[\\_duskTempest's solution](#)

**144.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,156 global accepts · Rating: 800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[\\_duskTempest's solution](#)

**145.**

1520A

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

Quality: 58,461 global accepts · Rating: 800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[\\_duskTempest's solution](#)

**146.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,699 global accepts · Rating: 800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[\\_duskTempest's solution](#)

**147.**

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,312 global accepts · Rating: 800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[\\_duskTempest's solution](#)

**148.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,401 global accepts · Rating: 800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[\\_duskTempest's solution](#)

**149.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,972 global accepts · Rating: 800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[\\_duskTempest's solution](#)

**150.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,104 global accepts · Rating: 800 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[\\_duskTempest's solution](#)

**151.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,838 global accepts · Rating: 800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[\\_duskTempest's solution](#)

**152.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[\\_duskTempest's solution](#)

**153.**

155A

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

Quality: 93,668 global accepts · Rating: 800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[\\_duskTempest's solution](#)

**154.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,213 global accepts · Rating: 800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[\\_duskTempest's solution](#)

**155.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,752 global accepts · Rating: 800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[\\_duskTempest's solution](#)

**156.**

546A

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

Quality: 235,221 global accepts · Rating: 800 · first AC: 2025-08-02 · last AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[\\_duskTempest's solution](#)

**157.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,295 global accepts · Rating: 800 · first AC: 2023-11-14 · last AC: 2025-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[\\_duskTempest's solution](#)

**158.**

1551A

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

Quality: 58,360 global accepts · Rating: 800 · first AC: 2024-02-06 · last AC: 2025-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[\\_duskTempest's solution](#)

**159.**

1843A

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

Quality: 37,311 global accepts · Rating: 800 · first AC: 2025-07-13 · last AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[\\_duskTempest's solution](#)

**160.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,489 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[\\_duskTempest's solution](#)

**161.**

2125A

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

Quality: 27,983 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[\\_duskTempest's solution](#)

**162.**

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[\\_duskTempest's solution](#)

**163.**

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[\\_duskTempest's solution](#)

**164.**

1353B

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

Quality: 58,127 global accepts · Rating: 800 · first AC: 2025-06-06 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[\\_duskTempest's solution](#)

**165.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[\\_duskTempest's solution](#)

**166.**

2120A

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

Quality: 20,329 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[\\_duskTempest's solution](#)

**167.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[\\_duskTempest's solution](#)

**168.**

1547A

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

Quality: 32,288 global accepts · Rating: 800 · first AC: 2025-01-15 · last AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[\\_duskTempest's solution](#)

**169.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,267 global accepts · Rating: 800 · first AC: 2024-07-17 · last AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[\\_duskTempest's solution](#)

**170.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms  
[\\_duskTempest's solution](#)

**171.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,287 global accepts · Rating: 800 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[\\_duskTempest's solution](#)

**172.**

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[\\_duskTempest's solution](#)

**173.**

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings  
[\\_duskTempest's solution](#)

**174.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2024-03-18 · last AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**175.**

1328A

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

Quality: 131,912 global accepts · Rating: 800 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**176.**

1374A

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

Quality: 64,187 global accepts · Rating: 800 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**177.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,053 global accepts · Rating: 800 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[\\_duskTempest's solution](#)

**178.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,910 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**179.**

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
[\\_duskTempest's solution](#)

**180.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,320 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation  
[\\_duskTempest's solution](#)

**181.**

2069A

[Was there an Array? · Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy  
[\\_duskTempest's solution](#)

**182.**

2064A

[Brogramming Contest · Tutorial](#)

Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[\\_duskTempest's solution](#)

**183.**

2067A

[Adjacent Digit Sums · Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math  
[\\_duskTempest's solution](#)

**184.**

2059A

[Milya and Two Arrays · Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[\\_duskTempest's solution](#)

**185.**

2065B

[Skibidus and Ohio · Tutorial](#)

Quality: 42,077 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[\\_duskTempest's solution](#)

**186.**

2047A

[Alyona and a Square Jigsaw Puzzle · Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

**187.**

2063A

[Minimal Coprime · Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[\\_duskTempest's solution](#)

**188.**

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  
[\\_duskTempest's solution](#)

**189.**

2061A

[Kevin and Arithmetic · Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**190.**

2060A

[Fibonacciness · Tutorial](#)

Quality: 41,099 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[\\_duskTempest's solution](#)

**191.**

2056A

[Shape Perimeter · Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[\\_duskTempest's solution](#)

**192.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math  
[\\_duskTempest's solution](#)

**193.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[\\_duskTempest's solution](#)

**194.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math  
[\\_duskTempest's solution](#)

**195.**

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[\\_duskTempest's solution](#)

**196.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,761 global accepts · Rating: 800 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[\\_duskTempest's solution](#)

**197.**

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[\\_duskTempest's solution](#)

**198.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[\\_duskTempest's solution](#)

**199.**

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory  
[\\_duskTempest's solution](#)

**200.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,273 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**201.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,979 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)

**202.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,216 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[\\_duskTempest's solution](#)

**203.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,715 global accepts · Rating: 800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)

**204.**

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,498 global accepts · Rating: 800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[\\_duskTempest's solution](#)

**205.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[\\_duskTempest's solution](#)

**206.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,460 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**207.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[\\_duskTempest's solution](#)

**208.**

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[\\_duskTempest's solution](#)

**209.**

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2024-10-29 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory  
[\\_duskTempest's solution](#)

**210.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[\\_duskTempest's solution](#)

**211.**

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math, number theory  
[\\_duskTempest's solution](#)

**212.**

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,273 global accepts · Rating: 800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[\\_duskTempest's solution](#)

**213.**

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,109 global accepts · Rating: 800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[\\_duskTempest's solution](#)

**214.**

1455A

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

Quality: 27,409 global accepts · Rating: 800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[\\_duskTempest's solution](#)

**215.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[\\_duskTempest's solution](#)

**216.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,566 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[\\_duskTempest's solution](#)

**217.**

822A

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

Quality: 36,809 global accepts · Rating: 800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[\\_duskTempest's solution](#)

**218.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[\\_duskTempest's solution](#)

**219.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,879 global accepts · Rating: 800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[\\_duskTempest's solution](#)

**220.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,633 global accepts · Rating: 800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[\\_duskTempest's solution](#)

**221.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[\\_duskTempest's solution](#)

**222.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,479 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[\\_duskTempest's solution](#)

**223.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,913 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[\\_duskTempest's solution](#)

**224.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,600 global accepts · Rating: 800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)

**225.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,599 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[\\_duskTempest's solution](#)

**226.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[\\_duskTempest's solution](#)

**227.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[\\_duskTempest's solution](#)

**228.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**229.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[\\_duskTempest's solution](#)

**230.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,952 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[\\_duskTempest's solution](#)

**231.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,247 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings  
[\\_duskTempest's solution](#)

**232.**

1983A

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

Quality: 28,116 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[\\_duskTempest's solution](#)

**233.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[\\_duskTempest's solution](#)

**234.**

1980A

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

Quality: 47,599 global accepts · Rating: 800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[\\_duskTempest's solution](#)

**235.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[\\_duskTempest's solution](#)

**236.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,126 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_duskTempest's solution](#)

**237.**

1462A

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

Quality: 48,968 global accepts · Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[\\_duskTempest's solution](#)

**238.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,334 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[\\_duskTempest's solution](#)

**239.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,368 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_duskTempest's solution](#)

**240.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[\\_duskTempest's solution](#)

**241.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[\\_duskTempest's solution](#)

**242.**

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,149 global accepts · Rating: 800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[\\_duskTempest's solution](#)

**243.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[\\_duskTempest's solution](#)

**244.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,778 global accepts · Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[\\_duskTempest's solution](#)

**245.**

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2024-01-17 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[\\_duskTempest's solution](#)

**246.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,576 global accepts · Rating: 800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[\\_duskTempest's solution](#)

**247.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,594 global accepts · Rating: 800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[\\_duskTempest's solution](#)

**248.**

1678B1

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

Quality: 16,610 global accepts · Rating: 800 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**249.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[\\_duskTempest's solution](#)

**250.**

1914A

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

Quality: 35,156 global accepts · Rating: 800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[\\_duskTempest's solution](#)

**251.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_duskTempest's solution](#)

**252.**

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

[\\_duskTempest's solution](#)

**253.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[\\_duskTempest's solution](#)

**254.**

1915B

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

Quality: 50,357 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[\\_duskTempest's solution](#)

**255.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[\\_duskTempest's solution](#)

**256.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**257.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,759 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**258.**

112A

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

Quality: 287,278 global accepts · Rating: 800 · first AC: 2023-12-01 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)

**259.**

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-12-01 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[\\_duskTempest's solution](#)

**260.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,737 global accepts · Rating: 800 · first AC: 2023-12-01 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**261.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,109 global accepts · Rating: 800 · first AC: 2023-12-03 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[\\_duskTempest's solution](#)

**262.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,031 global accepts · Rating: 800 · first AC: 2023-12-01 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**263.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,318 global accepts · Rating: 800 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**264.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,498 global accepts · Rating: 800 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[\\_duskTempest's solution](#)

**265.**

71A

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

Quality: 503,300 global accepts · Rating: 800 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[\\_duskTempest's solution](#)

**266.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,922 global accepts · Rating: 800 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[\\_duskTempest's solution](#)

**267.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,843 global accepts · Rating: 900 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation  
[\\_duskTempest's solution](#)

**268.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive  
[\\_duskTempest's solution](#)

**269.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[\\_duskTempest's solution](#)

**270.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,863 global accepts · Rating: 900 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[\\_duskTempest's solution](#)

**271.**

1665B

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[\\_duskTempest's solution](#)

**272.**

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,102 global accepts · Rating: 900 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**273.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation  
[\\_duskTempest's solution](#)

**274.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[\\_duskTempest's solution](#)

**275.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2025-06-18 · last AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[\\_duskTempest's solution](#)

**276.**

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**277.**

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,249 global accepts · Rating: 900 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings  
[\\_duskTempest's solution](#)

**278.**

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  
[\\_duskTempest's solution](#)

**279.**

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2025-01-21 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dfs and similar, trees  
[\\_duskTempest's solution](#)

**280.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,075 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers  
[\\_duskTempest's solution](#)

**281.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,313 global accepts · Rating: 900 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[\\_duskTempest's solution](#)

**282.**

1878C

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

Quality: 57,659 global accepts · Rating: 900 · first AC: 2024-01-28 · last AC: 2025-01-16 · C++20 (GCC 11-64) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**283.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[\\_duskTempest's solution](#)

**284.**

1971C

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

Quality: 41,579 global accepts · Rating: 900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**285.**

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[\\_duskTempest's solution](#)

**286.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings  
[\\_duskTempest's solution](#)

**287.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[\\_duskTempest's solution](#)

**288.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[\\_duskTempest's solution](#)

**289.**

1992C

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

Quality: 33,264 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[\\_duskTempest's solution](#)

**290.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

**291.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,712 global accepts · Rating: 900 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**292.**

1927B

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

Quality: 38,137 global accepts · Rating: 900 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[\\_duskTempest's solution](#)

**293.**

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**294.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,604 global accepts · Rating: 900 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**295.**

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[\\_duskTempest's solution](#)

**296.**

1900B

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

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-12-03 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[\\_duskTempest's solution](#)

**297.**

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2026-04-05 · last AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**298.**

1690D

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

Quality: 47,038 global accepts · Rating: 1000 · first AC: 2025-07-14 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers  
[\\_duskTempest's solution](#)

**299.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[\\_duskTempest's solution](#)

**300.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,497 global accepts · Rating: 1000 · first AC: 2025-08-08 · last AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[\\_duskTempest's solution](#)

**301.**

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,985 global accepts · Rating: 1000 · first AC: 2025-08-18 · last AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory  
[\\_duskTempest's solution](#)

**302.**

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[\\_duskTempest's solution](#)

**303.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,508 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**304.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,474 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

**305.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**306.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,578 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers  
[\\_duskTempest's solution](#)

**307.**

450A

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

Quality: 44,412 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**308.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,210 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[\\_duskTempest's solution](#)

**309.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,263 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: strings

[\\_duskTempest's solution](#)

**310.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[\\_duskTempest's solution](#)

**311.**

577A

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

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2025-11-27 · last AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[\\_duskTempest's solution](#)

**312.**

476A

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

Quality: 51,615 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[\\_duskTempest's solution](#)

**313.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,269 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**314.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,173 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

[\\_duskTempest's solution](#)

**315.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,935 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[\\_duskTempest's solution](#)

**316.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[\\_duskTempest's solution](#)

**317.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,980 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[\\_duskTempest's solution](#)

**318.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,378 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

**319.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,446 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[\\_duskTempest's solution](#)

**320.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,244 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**321.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,060 global accepts · Rating: 1000 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[\\_duskTempest's solution](#)

**322.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,380 global accepts · Rating: 1000 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[\\_duskTempest's solution](#)

**323.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2025-08-08 · last AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**324.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,000 global accepts · Rating: 1000 · first AC: 2025-08-08 · last AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[\\_duskTempest's solution](#)

**325.**

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,276 global accepts · Rating: 1000 · first AC: 2025-10-03 · last AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[\\_duskTempest's solution](#)

**326.**

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: 1000 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[\\_duskTempest's solution](#)

**327.**

2147B

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

Quality: 16,968 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[\\_duskTempest's solution](#)

**328.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2025-01-20 · last AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs  
[\\_duskTempest's solution](#)

**329.**

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,699 global accepts · Rating: 1000 · first AC: 2025-01-21 · last AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[\\_duskTempest's solution](#)

**330.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2024-01-01 · last AC: 2025-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[\\_duskTempest's solution](#)

**331.**

1474B

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

Quality: 40,336 global accepts · Rating: 1000 · first AC: 2025-08-19 · last AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[\\_duskTempest's solution](#)

**332.**

1521A

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

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[\\_duskTempest's solution](#)

**333.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[\\_duskTempest's solution](#)

**334.**

727A

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

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2025-01-16 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math

[\\_duskTempest's solution](#)

**335.**

1859B

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

Quality: 43,907 global accepts · Rating: 1000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[\\_duskTempest's solution](#)

**336.**

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[\\_duskTempest's solution](#)

**337.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,109 global accepts · Rating: 1000 · first AC: 2024-06-13 · last AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[\\_duskTempest's solution](#)

**338.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 1000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[\\_duskTempest's solution](#)

**339.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[\\_duskTempest's solution](#)

**340.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[\\_duskTempest's solution](#)

**341.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,825 global accepts · Rating: 1000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[\\_duskTempest's solution](#)

**342.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,102 global accepts · Rating: 1000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[\\_duskTempest's solution](#)

**343.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,886 global accepts · Rating: 1000 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[\\_duskTempest's solution](#)

**344.**

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[\\_duskTempest's solution](#)

**345.**

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[\\_duskTempest's solution](#)

**346.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[\\_duskTempest's solution](#)

**347.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[\\_duskTempest's solution](#)

**348.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[\\_duskTempest's solution](#)

**349.**

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[\\_duskTempest's solution](#)

**350.**

1506C

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

Quality: 35,636 global accepts · Rating: 1000 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[\\_duskTempest's solution](#)

**351.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-08 · last AC: 2025-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[\\_duskTempest's solution](#)

**352.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,169 global accepts · Rating: 1000 · first AC: 2025-01-15 · last AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[\\_duskTempest's solution](#)

**353.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[\\_duskTempest's solution](#)

**354.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2025-01-18 · last AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[\\_duskTempest's solution](#)

**355.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2025-02-13 · last AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, strings

[\\_duskTempest's solution](#)

**356.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,748 global accepts · Rating: 1000 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[\\_duskTempest's solution](#)

**357.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,273 global accepts · Rating: 1000 · first AC: 2025-02-13 · last AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[\\_duskTempest's solution](#)

**358.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,284 global accepts · Rating: 1000 · first AC: 2025-08-04 · last AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force,

math

[\\_duskTempest's solution](#)

**359.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,807 global accepts · Rating: 1000 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[\\_duskTempest's solution](#)

**360.**

1520C

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

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[\\_duskTempest's solution](#)

**361.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,742 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[\\_duskTempest's solution](#)

**362.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,611 global accepts · Rating: 1000 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: math

[\\_duskTempest's solution](#)

**363.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[\\_duskTempest's solution](#)

**364.**

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_duskTempest's solution](#)

**365.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,318 global accepts · Rating: 1000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[\\_duskTempest's solution](#)

**366.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[\\_duskTempest's solution](#)

**367.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,187 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[\\_duskTempest's solution](#)

**368.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,578 global accepts · Rating: 1000 · first AC: 2025-01-17 · last AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[\\_duskTempest's solution](#)

**369.**

2055B

[Crafting](#) · [Tutorial](#)

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

[\\_duskTempest's solution](#)

### 370.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[\\_duskTempest's solution](#)

### 371.

2051C

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

Quality: 28,013 global accepts · Rating: 1000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[\\_duskTempest's solution](#)

### 372.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[\\_duskTempest's solution](#)

### 373.

1614B

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

Quality: 29,032 global accepts · Rating: 1000 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[\\_duskTempest's solution](#)

### 374.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[\\_duskTempest's solution](#)

### 375.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,888 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[\\_duskTempest's solution](#)

### 376.

2218D

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

Quality: 18,432 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[\\_duskTempest's solution](#)

### 377.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,635 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[\\_duskTempest's solution](#)

### 378.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[\\_duskTempest's solution](#)

### 379.

2195C

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

Quality: 20,538 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[\\_duskTempest's solution](#)

**380.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,872 global accepts · Rating: 1100 · first AC: 2023-12-07 · last AC: 2026-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[\\_duskTempest's solution](#)

**381.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,078 global accepts · Rating: 1100 · first AC: 2026-01-07 · last AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[\\_duskTempest's solution](#)

**382.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,859 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[\\_duskTempest's solution](#)

**383.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,110 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[\\_duskTempest's solution](#)

**384.**

368B

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

Quality: 49,903 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[\\_duskTempest's solution](#)

**385.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,506 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[\\_duskTempest's solution](#)

**386.**

2183B

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

Quality: 16,178 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[\\_duskTempest's solution](#)

**387.**

1850E

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

Quality: 35,002 global accepts · Rating: 1100 · first AC: 2024-10-13 · last AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, implementation, math

[\\_duskTempest's solution](#)

**388.**

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2025-10-19 · last AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[\\_duskTempest's solution](#)

**389.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[\\_duskTempest's solution](#)

**390.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2025-08-09 · last AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[\\_duskTempest's solution](#)

**391.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,813 global accepts · Rating: 1100 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[\\_duskTempest's solution](#)

**392.**

648C

[A<C<D\\$U B >C >D\\$O](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[\\_duskTempest's solution](#)

**393.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[\\_duskTempest's solution](#)

**394.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[\\_duskTempest's solution](#)

**395.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[\\_duskTempest's solution](#)

**396.**

2125C

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

Quality: 22,751 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[\\_duskTempest's solution](#)

**397.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,863 global accepts · Rating: 1100 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[\\_duskTempest's solution](#)

**398.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[\\_duskTempest's solution](#)

**399.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[\\_duskTempest's solution](#)

**400.**

2065C1

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

Quality: 27,762 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[\\_duskTempest's solution](#)

**401.**

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[\\_duskTempest's solution](#)

**402.**

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[\\_duskTempest's solution](#)

**403.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,200 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[\\_duskTempest's solution](#)

**404.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[\\_duskTempest's solution](#)

**405.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[\\_duskTempest's solution](#)

**406.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,559 global accepts · Rating: 1100 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[\\_duskTempest's solution](#)

**407.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[\\_duskTempest's solution](#)

**408.**

1995B1

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

Quality: 20,987 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

[\\_duskTempest's solution](#)

**409.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, math

[\\_duskTempest's solution](#)

**410.**

1950D

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

Quality: 26,497 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[\\_duskTempest's solution](#)

**411.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[\\_duskTempest's solution](#)

**412.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,794 global accepts · Rating: 1100 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[\\_duskTempest's solution](#)

**413.**

1921D

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

Quality: 24,278 global accepts · Rating: 1100 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[\\_duskTempest's solution](#)

**414.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,539 global accepts · Rating: 1100 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[\\_duskTempest's solution](#)

**415.**

1917B

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

Quality: 36,359 global accepts · Rating: 1100 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[\\_duskTempest's solution](#)

**416.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,365 global accepts · Rating: 1100 · first AC: 2023-12-06 · last AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[\\_duskTempest's solution](#)

**417.**

1097B

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

Quality: 35,961 global accepts · Rating: 1200 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[\\_duskTempest's solution](#)

**418.**

2218E

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

Quality: 14,093 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[\\_duskTempest's solution](#)

**419.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,832 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[\\_duskTempest's solution](#)

**420.**

129B

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

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2024-10-11 · last AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[\\_duskTempest's solution](#)

**421.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,490 global accepts · Rating: 1200 · first AC: 2026-01-08 · last AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[\\_duskTempest's solution](#)

**422.**

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[\\_duskTempest's solution](#)

**423.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[\\_duskTempest's solution](#)

**424.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,909 global accepts · Rating: 1200 · first AC: 2025-10-07 · last AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[\\_duskTempest's solution](#)

**425.**

1343C

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

Quality: 44,075 global accepts · Rating: 1200 · first AC: 2025-10-04 · last AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[\\_duskTempest's solution](#)

**426.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[\\_duskTempest's solution](#)

**427.**

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[\\_duskTempest's solution](#)

**428.**

1738B

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

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[\\_duskTempest's solution](#)

**429.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,553 global accepts · Rating: 1200 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[\\_duskTempest's solution](#)

**430.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[\\_duskTempest's solution](#)

**431.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 1200 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_duskTempest's solution](#)

**432.**

433B

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

Quality: 53,872 global accepts · Rating: 1200 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings  
[\\_duskTempest's solution](#)

**433.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation  
[\\_duskTempest's solution](#)

**434.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,343 global accepts · Rating: 1200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[\\_duskTempest's solution](#)

**435.**

1433D

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

Quality: 30,583 global accepts · Rating: 1200 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar  
[\\_duskTempest's solution](#)

**436.**

1857C

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

Quality: 41,761 global accepts · Rating: 1200 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[\\_duskTempest's solution](#)

**437.**

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,330 global accepts · Rating: 1200 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[\\_duskTempest's solution](#)

**438.**

1679B

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

Quality: 27,435 global accepts · Rating: 1200 · first AC: 2025-06-05 · last AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation  
[\\_duskTempest's solution](#)

**439.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[\\_duskTempest's solution](#)

**440.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**441.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks  
[\\_duskTempest's solution](#)

**442.**

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[\\_duskTempest's solution](#)

**443.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,743 global accepts · Rating: 1200 · first AC: 2025-05-15 · last AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers  
[\\_duskTempest's solution](#)

**444.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation  
[\\_duskTempest's solution](#)

**445.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices  
[\\_duskTempest's solution](#)

**446.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings  
[\\_duskTempest's solution](#)

**447.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[\\_duskTempest's solution](#)

**448.**

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[\\_duskTempest's solution](#)

**449.**

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[\\_duskTempest's solution](#)

**450.**

2056C

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

Quality: 19,438 global accepts · Rating: 1200 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[\\_duskTempest's solution](#)

**451.**

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[\\_duskTempest's solution](#)

**452.**

2053B

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

Quality: 16,979 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[\\_duskTempest's solution](#)

**453.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,922 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[\\_duskTempest's solution](#)

**454.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[\\_duskTempest's solution](#)

**455.**

2050C

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

Quality: 25,005 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[\\_duskTempest's solution](#)

**456.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[\\_duskTempest's solution](#)

**457.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,866 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[\\_duskTempest's solution](#)

**458.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[\\_duskTempest's solution](#)

**459.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_duskTempest's solution](#)

**460.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[\\_duskTempest's solution](#)

**461.**

1537C

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

Quality: 30,283 global accepts · Rating: 1200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_duskTempest's solution](#)

**462.**

1657C

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

Quality: 17,684 global accepts · Rating: 1200 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[\\_duskTempest's solution](#)

**463.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[\\_duskTempest's solution](#)

**464.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: games

[\\_duskTempest's solution](#)

**465.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,098 global accepts · Rating: 1200 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[\\_duskTempest's solution](#)

**466.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[\\_duskTempest's solution](#)

**467.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,810 global accepts · Rating: 1300 · first AC: 2026-04-17 · last AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[\\_duskTempest's solution](#)

**468.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,776 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[\\_duskTempest's solution](#)

**469.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[\\_duskTempest's solution](#)

**470.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[\\_duskTempest's solution](#)

**471.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[\\_duskTempest's solution](#)

**472.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory  
[\\_duskTempest's solution](#)

**473.**

96B

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

Quality: 19,110 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force  
[\\_duskTempest's solution](#)

**474.**

2187A

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

Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[\\_duskTempest's solution](#)

**475.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings  
[\\_duskTempest's solution](#)

**476.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 1300 · first AC: 2026-01-09 · last AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[\\_duskTempest's solution](#)

**477.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,360 global accepts · Rating: 1300 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[\\_duskTempest's solution](#)

**478.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[\\_duskTempest's solution](#)

**479.**

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities  
[\\_duskTempest's solution](#)

**480.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation  
[\\_duskTempest's solution](#)

**481.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[\\_duskTempest's solution](#)

**482.**

1676G

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

Quality: 24,006 global accepts · Rating: 1300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[\\_duskTempest's solution](#)

**483.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[\\_duskTempest's solution](#)

**484.**

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,652 global accepts · Rating: 1300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[\\_duskTempest's solution](#)

**485.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,272 global accepts · Rating: 1300 · first AC: 2025-01-14 · last AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[\\_duskTempest's solution](#)

**486.**

2127B

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

Quality: 13,494 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[\\_duskTempest's solution](#)

**487.**

2129A

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

Quality: 16,645 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[\\_duskTempest's solution](#)

**488.**

2118C

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

Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[\\_duskTempest's solution](#)

**489.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[\\_duskTempest's solution](#)

**490.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[\\_duskTempest's solution](#)

**491.**

2059B

[Cost of the Array](#) · Tutorial

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[\\_duskTempest's solution](#)

**492.**

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

[\\_duskTempest's solution](#)

**493.**

2056B

[Find the Permutation](#) · Tutorial

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[\\_duskTempest's solution](#)

**494.**

2049B

[pspspsps](#) · Tutorial

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[\\_duskTempest's solution](#)

**495.**

2044E

[Insane Problem](#) · Tutorial

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[\\_duskTempest's solution](#)

**496.**

2050D

[Digital string maximization](#) · Tutorial

Quality: 18,980 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[\\_duskTempest's solution](#)

**497.**

1988C

[Increasing Sequence with Fixed OR](#) · Tutorial

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[\\_duskTempest's solution](#)

**498.**

1881D

[Divide and Equalize](#) · Tutorial

Quality: 28,440 global accepts · Rating: 1300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[\\_duskTempest's solution](#)

**499.**

1927D

[Find the Different Ones!](#) · Tutorial

Quality: 33,181 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[\\_duskTempest's solution](#)

**500.**

1879C

[Make it Alternating](#) · Tutorial

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[\\_duskTempest's solution](#)

**501.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,532 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math  
[\\_duskTempest's solution](#)

**502.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-12-03 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees  
[\\_duskTempest's solution](#)

**503.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings  
[\\_duskTempest's solution](#)

**504.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu  
[\\_duskTempest's solution](#)

**505.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[\\_duskTempest's solution](#)

**506.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[\\_duskTempest's solution](#)

**507.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,648 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive  
[\\_duskTempest's solution](#)

**508.**

550B

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

Quality: 27,454 global accepts · Rating: 1400 · first AC: 2026-02-07 · last AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[\\_duskTempest's solution](#)

**509.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,677 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers  
[\\_duskTempest's solution](#)

**510.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,438 global accepts · Rating: 1400 · first AC: 2026-01-09 · last AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[\\_duskTempest's solution](#)

**511.**

295A

[Greg and Array](#) · Tutorial

Quality: 26,011 global accepts · Rating: 1400 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[\\_duskTempest's solution](#)

**512.**

816B

[Karen and Coffee](#) · Tutorial

Quality: 27,383 global accepts · Rating: 1400 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation  
[\\_duskTempest's solution](#)

**513.**

520B

[Two Buttons](#) · Tutorial

Quality: 62,190 global accepts · Rating: 1400 · first AC: 2025-08-13 · last AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths  
[\\_duskTempest's solution](#)

**514.**

2127C

[Trip Shopping](#) · Tutorial

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[\\_duskTempest's solution](#)

**515.**

2114D

[Come a Little Closer](#) · Tutorial

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[\\_duskTempest's solution](#)

**516.**

416A

[Guess a number!](#) · Tutorial

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers  
[\\_duskTempest's solution](#)

**517.**

2120C

[Divine Tree](#) · Tutorial

Quality: 12,595 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees  
[\\_duskTempest's solution](#)

**518.**

1875C

[Jellyfish and Green Apple](#) · Tutorial

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, number theory  
[\\_duskTempest's solution](#)

**519.**

2074D

[Counting Points](#) · Tutorial

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers  
[\\_duskTempest's solution](#)

**520.**

2066A

[Object Identification](#) · Tutorial

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive  
[\\_duskTempest's solution](#)

**521.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[\\_duskTempest's solution](#)

**522.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,649 global accepts · Rating: 1400 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees  
[\\_duskTempest's solution](#)

**523.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,247 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers  
[\\_duskTempest's solution](#)

**524.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers  
[\\_duskTempest's solution](#)

**525.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation  
[\\_duskTempest's solution](#)

**526.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,967 global accepts · Rating: 1400 · first AC: 2024-02-16 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy  
[\\_duskTempest's solution](#)

**527.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers  
[\\_duskTempest's solution](#)

**528.**

1927E

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

Quality: 17,057 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers  
[\\_duskTempest's solution](#)

**529.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,586 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[\\_duskTempest's solution](#)

**530.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-12-01 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_duskTempest's solution](#)

**531.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2025-05-04 · last AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[\\_duskTempest's solution](#)

**532.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,466 global accepts · Rating: 1500 · first AC: 2026-04-18 · last AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[\\_duskTempest's solution](#)

**533.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-13 · last AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[\\_duskTempest's solution](#)

**534.**

2218F

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

Quality: 7,282 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[\\_duskTempest's solution](#)

**535.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · last AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[\\_duskTempest's solution](#)

**536.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,738 global accepts · Rating: 1500 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[\\_duskTempest's solution](#)

**537.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[\\_duskTempest's solution](#)

**538.**

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2026-01-21 · last AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[\\_duskTempest's solution](#)

**539.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,017 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[\\_duskTempest's solution](#)

**540.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,557 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[\\_duskTempest's solution](#)

**541.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,856 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[\\_duskTempest's solution](#)

**542.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[\\_duskTempest's solution](#)

**543.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1500 · first AC: 2025-12-04 · last AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[\\_duskTempest's solution](#)

**544.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,980 global accepts · Rating: 1500 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[\\_duskTempest's solution](#)

**545.**

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[\\_duskTempest's solution](#)

**546.**

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[\\_duskTempest's solution](#)

**547.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[\\_duskTempest's solution](#)

**548.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[\\_duskTempest's solution](#)

**549.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

[\\_duskTempest's solution](#)

**550.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2024-08-30 · last AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[\\_duskTempest's solution](#)

**551.**

2069C

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

Quality: 14,823 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[\\_duskTempest's solution](#)

**552.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,733 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[\\_duskTempest's solution](#)

**553.**

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,254 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[\\_duskTempest's solution](#)

**554.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,208 global accepts · Rating: 1500 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[\\_duskTempest's solution](#)

**555.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[\\_duskTempest's solution](#)

**556.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[\\_duskTempest's solution](#)

**557.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[\\_duskTempest's solution](#)

**558.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1500 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[\\_duskTempest's solution](#)

**559.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,504 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[\\_duskTempest's solution](#)

**560.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[\\_duskTempest's solution](#)

**561.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[\\_duskTempest's solution](#)

**562.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[\\_duskTempest's solution](#)

**563.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[\\_duskTempest's solution](#)

**564.**

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[\\_duskTempest's solution](#)

**565.**

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 1500 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[\\_duskTempest's solution](#)

**566.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[\\_duskTempest's solution](#)

**567.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[\\_duskTempest's solution](#)

**568.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_duskTempest's solution](#)

**569.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[\\_duskTempest's solution](#)

**570.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-12-01 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_duskTempest's solution](#)

**571.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[\\_duskTempest's solution](#)

**572.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,583 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[\\_duskTempest's solution](#)

**573.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[\\_duskTempest's solution](#)

**574.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[\\_duskTempest's solution](#)

**575.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[\\_duskTempest's solution](#)

**576.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,502 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[\\_duskTempest's solution](#)

**577.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,668 global accepts · Rating: 1600 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[\\_duskTempest's solution](#)

**578.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,624 global accepts · Rating: 1600 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[\\_duskTempest's solution](#)

**579.**

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[\\_duskTempest's solution](#)

**580.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[\\_duskTempest's solution](#)

**581.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,780 global accepts · Rating: 1600 · first AC: 2025-11-15 · last AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[\\_duskTempest's solution](#)

**582.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[\\_duskTempest's solution](#)

**583.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[\\_duskTempest's solution](#)

**584.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[\\_duskTempest's solution](#)

**585.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[\\_duskTempest's solution](#)

**586.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,268 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[\\_duskTempest's solution](#)

**587.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,291 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[\\_duskTempest's solution](#)

**588.**

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[\\_duskTempest's solution](#)

**589.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[\\_duskTempest's solution](#)

**590.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1600 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[\\_duskTempest's solution](#)

**591.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[\\_duskTempest's solution](#)

**592.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities  
[\\_duskTempest's solution](#)

**593.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings  
[\\_duskTempest's solution](#)

**594.**

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  
[\\_duskTempest's solution](#)

**595.**

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings  
[\\_duskTempest's solution](#)

**596.**

2063C

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

Quality: 14,644 global accepts · Rating: 1600 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees  
[\\_duskTempest's solution](#)

**597.**

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures  
[\\_duskTempest's solution](#)

**598.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp  
[\\_duskTempest's solution](#)

**599.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math  
[\\_duskTempest's solution](#)

**600.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[\\_duskTempest's solution](#)

**601.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers  
[\\_duskTempest's solution](#)

**602.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1600 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[\\_duskTempest's solution](#)

**603.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[\\_duskTempest's solution](#)

**604.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[\\_duskTempest's solution](#)

**605.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[\\_duskTempest's solution](#)

**606.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation

[\\_duskTempest's solution](#)

**607.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[\\_duskTempest's solution](#)

**608.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,324 global accepts · Rating: 1600 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[\\_duskTempest's solution](#)

**609.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[\\_duskTempest's solution](#)

**610.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1600 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[\\_duskTempest's solution](#)

**611.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[\\_duskTempest's solution](#)

**612.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1600 · first AC: 2024-01-03 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[\\_duskTempest's solution](#)

**613.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1600 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[\\_duskTempest's solution](#)

**614.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[\\_duskTempest's solution](#)

**615.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[\\_duskTempest's solution](#)

**616.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[\\_duskTempest's solution](#)

**617.**

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[\\_duskTempest's solution](#)

**618.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2025-11-14 · last AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[\\_duskTempest's solution](#)

**619.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[\\_duskTempest's solution](#)

**620.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[\\_duskTempest's solution](#)

**621.**

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[\\_duskTempest's solution](#)

**622.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[\\_duskTempest's solution](#)

**623.**

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[\\_duskTempest's solution](#)

**624.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[\\_duskTempest's solution](#)

**625.**

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[\\_duskTempest's solution](#)

**626.**

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[\\_duskTempest's solution](#)

**627.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[\\_duskTempest's solution](#)

**628.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[\\_duskTempest's solution](#)

**629.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,489 global accepts · Rating: 1700 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[\\_duskTempest's solution](#)

**630.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[\\_duskTempest's solution](#)

**631.**

1995B2

[Bouquet \(Hard Version\)](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[\\_duskTempest's solution](#)

**632.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,759 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[\\_duskTempest's solution](#)

**633.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[\\_duskTempest's solution](#)

**634.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[\\_duskTempest's solution](#)

**635.**

1324E

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

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[\\_duskTempest's solution](#)

**636.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[\\_duskTempest's solution](#)

**637.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[\\_duskTempest's solution](#)

**638.**

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[\\_duskTempest's solution](#)

**639.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[\\_duskTempest's solution](#)

**640.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-12-02 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_duskTempest's solution](#)

**641.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer,

two pointers

[\\_duskTempest's solution](#)

**642.**

2218G

[The 67th Iteration of "Counting is Fun" · Tutorial](#)

Quality: 3,624 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[\\_duskTempest's solution](#)

**643.**

2211C2

[Equal Multisets \(Hard Version\) · Tutorial](#)

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[\\_duskTempest's solution](#)

**644.**

2209D

[Ghostfires · Tutorial](#)

Quality: 5,324 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[\\_duskTempest's solution](#)

**645.**

2208D1

[Tree Orientation \(Easy Version\) · Tutorial](#)

Quality: 4,205 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[\\_duskTempest's solution](#)

**646.**

2196C1

[Interactive Graph \(Simple Version\) · Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[\\_duskTempest's solution](#)

**647.**

2187B

[Shortest Statement Ever · Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[\\_duskTempest's solution](#)

**648.**

2184E

[Exquisite Array · Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[\\_duskTempest's solution](#)

**649.**

1517D

[Explorer Space · Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2026-01-11 · last AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[\\_duskTempest's solution](#)

**650.**

1133E

[K Balanced Teams · Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2026-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[\\_duskTempest's solution](#)

**651.**

2138C1

[Maple and Tree Beauty \(Easy Version\) · Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp,

graphs, trees

[\\_duskTempest's solution](#)

**652.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[\\_duskTempest's solution](#)

**653.**

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

[\\_duskTempest's solution](#)

**654.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[\\_duskTempest's solution](#)

**655.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[\\_duskTempest's solution](#)

**656.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,196 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[\\_duskTempest's solution](#)

**657.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[\\_duskTempest's solution](#)

**658.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[\\_duskTempest's solution](#)

**659.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[\\_duskTempest's solution](#)

**660.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[\\_duskTempest's solution](#)

**661.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[\\_duskTempest's solution](#)

**662.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[\\_duskTempest's solution](#)

**663.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[\\_duskTempest's solution](#)

**664.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,310 global accepts · Rating: 1800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[\\_duskTempest's solution](#)

**665.**

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[\\_duskTempest's solution](#)

**666.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[\\_duskTempest's solution](#)

**667.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,901 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

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**668.**

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

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**669.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

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**670.**

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[\\_duskTempest's solution](#)

**671.**

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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**672.**

2184F

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Quality: 3,897 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
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**673.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[\\_duskTempest's solution](#)

**674.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1900 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math  
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**675.**

1707B

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Quality: 6,401 global accepts · Rating: 1900 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings  
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**676.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
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**677.**

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2025-08-26 · last AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu  
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**678.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

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**679.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees  
[\\_duskTempest's solution](#)

**680.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[\\_duskTempest's solution](#)

**681.**

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[\\_duskTempest's solution](#)

**682.**

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[\\_duskTempest's solution](#)

**683.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[\\_duskTempest's solution](#)

**684.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[\\_duskTempest's solution](#)

**685.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[\\_duskTempest's solution](#)

**686.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[\\_duskTempest's solution](#)

**687.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[\\_duskTempest's solution](#)

**688.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[\\_duskTempest's solution](#)

**689.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[\\_duskTempest's solution](#)

**690.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[\\_duskTempest's solution](#)

**691.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[\\_duskTempest's solution](#)

**692.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[\\_duskTempest's solution](#)

**693.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,411 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers  
[\\_duskTempest's solution](#)

**694.**

149D

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

Quality: 4,613 global accepts · Rating: 1900 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[\\_duskTempest's solution](#)

**695.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[\\_duskTempest's solution](#)

**696.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[\\_duskTempest's solution](#)

**697.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[\\_duskTempest's solution](#)

**698.**

1927F

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Quality: 5,389 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees  
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**699.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,888 global accepts · Rating: 1900 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths  
[\\_duskTempest's solution](#)

**700.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-12-02 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**701.**

2215B

[RReeppeettiitiiioonn](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory  
[\\_duskTempest's solution](#)

**702.**

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[\\_duskTempest's solution](#)

**703.**

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[\\_duskTempest's solution](#)

**704.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[\\_duskTempest's solution](#)

**705.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[\\_duskTempest's solution](#)

**706.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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**707.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2026-01-09 · last AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[\\_duskTempest's solution](#)

**708.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[\\_duskTempest's solution](#)

**709.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[\\_duskTempest's solution](#)

**710.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[\\_duskTempest's solution](#)

**711.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[\\_duskTempest's solution](#)

**712.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[\\_duskTempest's solution](#)

**713.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-28 · last AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[\\_duskTempest's solution](#)

**714.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[\\_duskTempest's solution](#)

**715.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[\\_duskTempest's solution](#)

**716.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[\\_duskTempest's solution](#)

**717.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[\\_duskTempest's solution](#)

**718.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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**719.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

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**720.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[\\_duskTempest's solution](#)

**721.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[\\_duskTempest's solution](#)

**722.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[\\_duskTempest's solution](#)

**723.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[\\_duskTempest's solution](#)

**724.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[\\_duskTempest's solution](#)

**725.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[\\_duskTempest's solution](#)

**726.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

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**727.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

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**728.**

2183E

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Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[\\_duskTempest's solution](#)

**729.**

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[\\_duskTempest's solution](#)

**730.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[\\_duskTempest's solution](#)

**731.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[\\_duskTempest's solution](#)

**732.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[\\_duskTempest's solution](#)

**733.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[\\_duskTempest's solution](#)

**734.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[\\_duskTempest's solution](#)

**735.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs

[\\_duskTempest's solution](#)

**736.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[\\_duskTempest's solution](#)

**737.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[\\_duskTempest's solution](#)

**738.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[\\_duskTempest's solution](#)

**739.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-01-03 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[\\_duskTempest's solution](#)

**740.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[\\_duskTempest's solution](#)

**741.**

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[\\_duskTempest's solution](#)

**742.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[\\_duskTempest's solution](#)

**743.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[\\_duskTempest's solution](#)

**744.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[\\_duskTempest's solution](#)

**745.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · Java 21 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[\\_duskTempest's solution](#)

**746.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[\\_duskTempest's solution](#)

**747.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[\\_duskTempest's solution](#)

**748.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[\\_duskTempest's solution](#)

**749.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-12-02 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[\\_duskTempest's solution](#)

**750.**

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[\\_duskTempest's solution](#)

**751.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[\\_duskTempest's solution](#)

**752.**

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[\\_duskTempest's solution](#)

**753.**

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

[\\_duskTempest's solution](#)

**754.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[\\_duskTempest's solution](#)

**755.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[\\_duskTempest's solution](#)

**756.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[\\_duskTempest's solution](#)

**757.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[\\_duskTempest's solution](#)

**758.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[\\_duskTempest's solution](#)

**759.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[\\_duskTempest's solution](#)

**760.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[\\_duskTempest's solution](#)

**761.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[\\_duskTempest's solution](#)

**762.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[\\_duskTempest's solution](#)

**763.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees  
[\\_duskTempest's solution](#)

**764.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math  
[\\_duskTempest's solution](#)

**765.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[\\_duskTempest's solution](#)

**766.**

2211F

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

Quality: 916 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math  
[\\_duskTempest's solution](#)

**767.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation  
[\\_duskTempest's solution](#)

**768.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[\\_duskTempest's solution](#)

**769.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive  
[\\_duskTempest's solution](#)

**770.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices  
[\\_duskTempest's solution](#)

**771.**

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math  
[\\_duskTempest's solution](#)

**772.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[\\_duskTempest's solution](#)

**773.**

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[\\_duskTempest's solution](#)

**774.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[\\_duskTempest's solution](#)

**775.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[\\_duskTempest's solution](#)

**776.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[\\_duskTempest's solution](#)

**777.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[\\_duskTempest's solution](#)

**778.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[\\_duskTempest's solution](#)

**779.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[\\_duskTempest's solution](#)

**780.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-12-03 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[\\_duskTempest's solution](#)

**781.**

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths  
[\\_duskTempest's solution](#)

**782.**

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, dp  
[\\_duskTempest's solution](#)

**783.**

2068I

[Pinball](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: 3500 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[\\_duskTempest's solution](#)

**784.**

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[\\_duskTempest's solution](#)

**785.**

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,527 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, two pointers  
[\\_duskTempest's solution](#)

**786.**

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,046 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[\\_duskTempest's solution](#)

**787.**

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,168 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**788.**

2225D

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

Quality: 6,622 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math  
[\\_duskTempest's solution](#)

**789.**

2225B

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

Quality: 14,158 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[\\_duskTempest's solution](#)

**790.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,350 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[\\_duskTempest's solution](#)

**791.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,699 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[\\_duskTempest's solution](#)

**792.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[\\_duskTempest's solution](#)

### 793.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[\\_duskTempest's solution](#)

### 794.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,606 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[\\_duskTempest's solution](#)

### 795.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[\\_duskTempest's solution](#)